THE OFFICIAL GUIDE FROM NINTENDO POWER®

GAME BOY® ADVANCE

SWORD of MANA™

THE OFFICIAL Nintendo® PLAYER'S GUIDE

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SWORD of MANA™

The Official Nintendo Player's Guide

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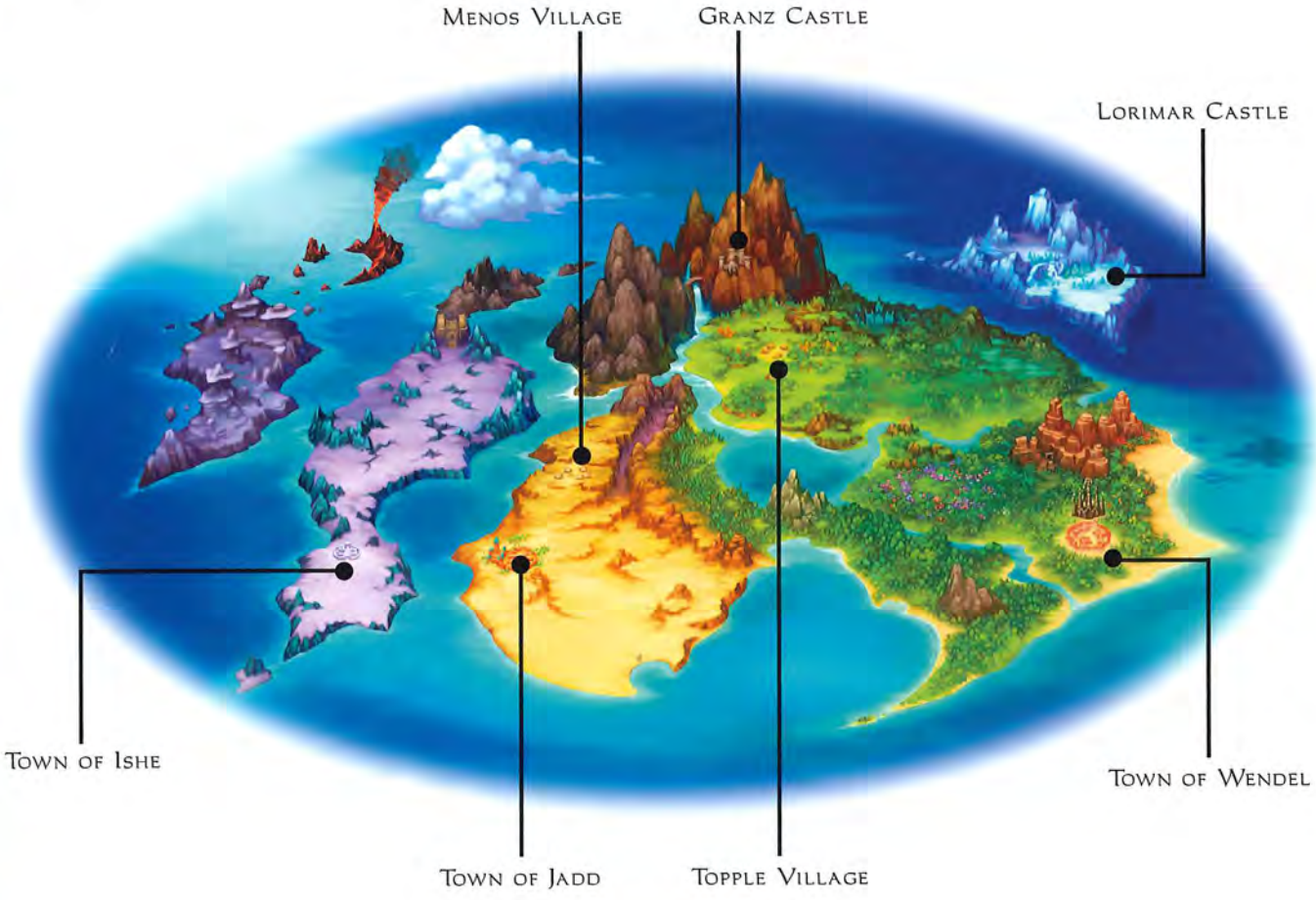
Granz Realm

Your journey takes you to the four corners of Granz Realm—through tunnels, over battlefields and high above the ground in Dark Lord's airship. Your path will be different depending on whether you control the hero or the heroine.



Residents of the Realm

They may not always get along, but the seven races of Granz Realm have coexisted for centuries. You'll meet creatures from every race as you explore the world and search for information about the Mana legend and the mighty sword.

Humans

The people of Granz Realm have built towns, cultivated nature and built weapons. Their strongest faith is in themselves.

The Mana Clan

A belief in the Mana goddess has sustained the Mana Clan, even in the face of attacks from Vandole and Dark Lord.

Mavoles

Hailing from Mavolia, the vampirelike Mavoles have joined the world of humans, yet they remain a mystery.

Spirits

The connection between Granz Realm and the world of Mana lies in the spirits who control the forces of magic.

Beasts

Living among the humans and the members of the Mana Clan, animals have learned to speak, work and barter.

Dwarves

Molders of metal, shapers of steel—dwarves are masters in the arts of weapon tempering and armor sculpting.

Plants

Rooted in nature, plants thrive in hot houses and produce vegetables. Cactus Essence is key in communicating with plant life.

Light of Hope, Sword of Mana

Years before anyone in the world can remember, the Mana goddess transformed herself into a tree so that she could oversee nature and the planet's inhabitants. As time passed, the people began to take the goddess for granted, but they continued to receive strength from her luminous magic—her light of hope. Then the villain, Vandole, harnessed the goddess's power for his own purposes and created a civilization. Nature fell by the wayside to make room for progress and technology. When the three Gemma Knights—Gemma, Bogard and Granz—challenged Vandole in an effort to return the world to its original form, a war ensued. Eventually the knights vanquished Vandole using a sword that carried the power of Mana. More time passed and peace prevailed until another threat emerged from the darkness....

Heroes and Villains

Hero

The son of Hermann, the consul of Granz Realm, escaped from Dark Lord's grip when the villain stormed the consul's home. Ten years have passed. Now the hero seeks revenge.

Heroine

Members of the Mana Clan have not been safe since Dark Lord labeled them heretics. The heroine is one of the last members of Mana Village to survive.

Dark Lord

The estranged son of Lord Granz, Dark Lord is determined to rule the land on his own terms. The masked man intends to destroy all remnants of the Mana myth.

Julius

His origins are unknown; his motives are a mystery, but Julius remains the faithful servant of Dark Lord. He has a greater understanding of the power of Mana than his master does.

Character Connections

Mothers, brothers, enemies and friends—the characters relate to each other in a number of ways, adding depth to the story.

Gemma Knights

Gemma

The leader of the Gemma Knights gave his life in the fight to free the world from Vandole's reign.

TEACHER

Bogard

Swordsman Sir Bogard is the heroine's father figure and an active combatant in the war against Dark Lord.

GUARDIAN

Granz

The founder of Granz Realm and the estranged father of Dark Lord was known as the Swordless Knight.

Cibba

The sage of Wendel Cathedral was behind Vandole's unseating. He sees Dark Lord as an equal threat.

WORKING TOGETHER

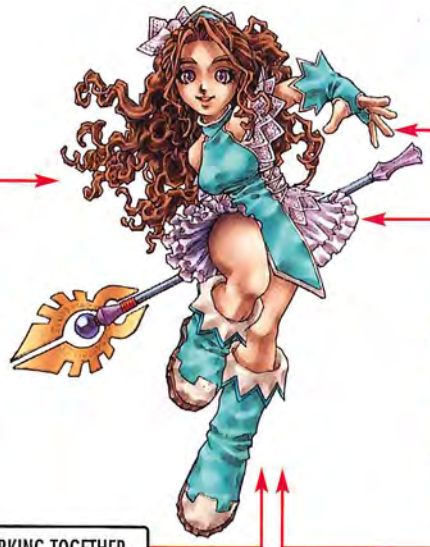
Mana Clan

Willy

FRIENDS

The hero's former cellmate and the heroine's friend is a member of the Mana Clan and a master of the Knucks.

Heroine



WATCHING OUT FOR EACH OTHER

Hero

WORKING TOGETHER

SEEKING REVENGE

Former Prisoners

Amanda

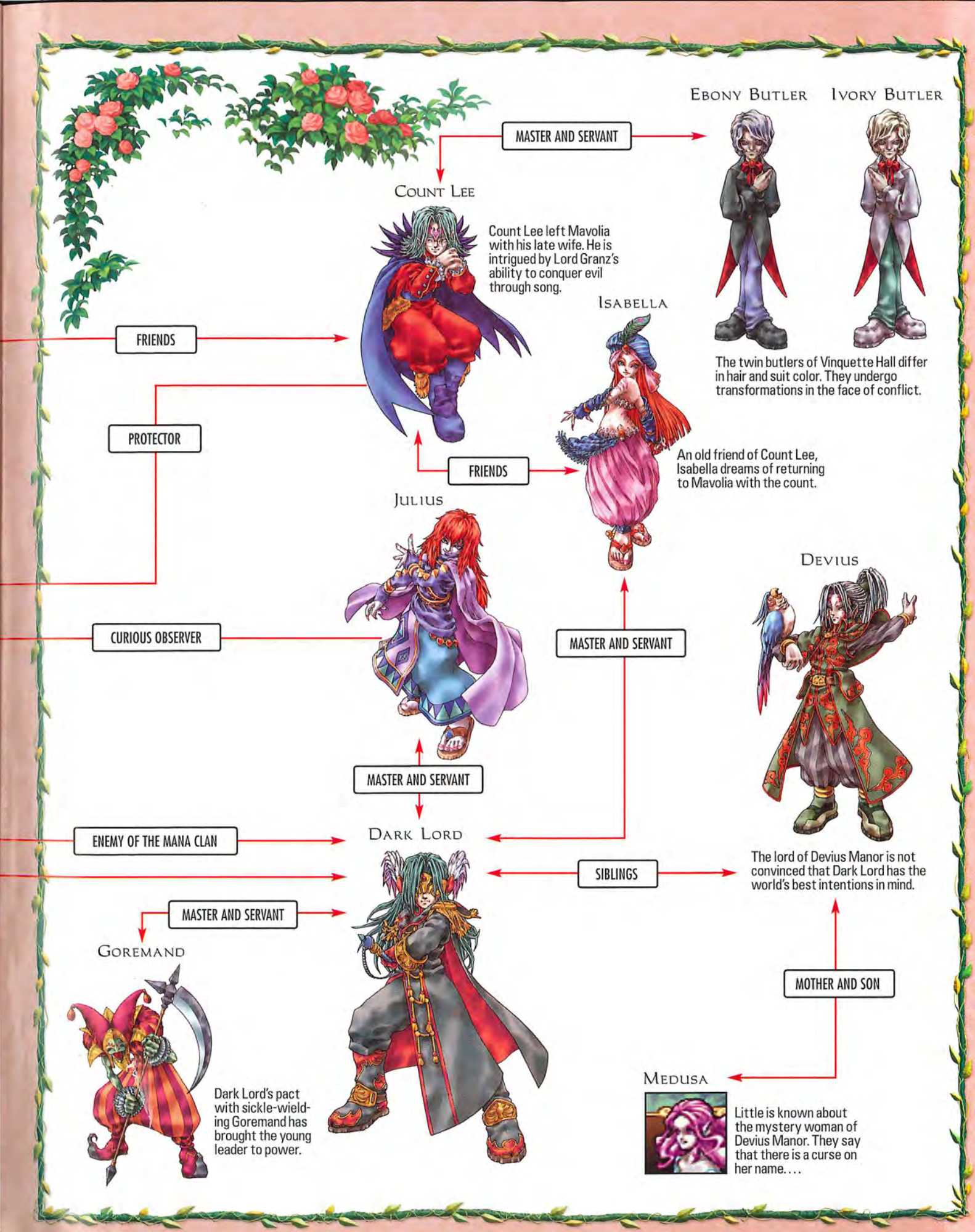
SLIGHT CRUSH

Lance specialist Amanda met the hero in Granz Castle's dungeon where they were held as fighters.

Lester

Wendel's brave minstrel believes that words are mightier than the sword, yet he is competent with a bow and arrow.

SIBLINGS


Ebony Butler
Ivory Butler
MASTER AND SERVANT
Count Lee
Count Lee left Mavolia with his late wife. He is intrigued by Lord Granz's ability to conquer evil through song.
Isabella
FRIENDS
The twin butlers of Vinquette Hall differ in hair and suit color. They undergo transformations in the face of conflict.
PROTECTOR
FRIENDS
An old friend of Count Lee, Isabella dreams of returning to Mavolia with the count.
Julius
Devius
CURIOUS OBSERVER
MASTER AND SERVANT
MASTER AND SERVANT
ENEMY OF THE MANA CLAN
Dark Lord
SIBLINGS
The lord of Devius Manor is not convinced that Dark Lord has the world's best intentions in mind.
MASTER AND SERVANT
Goremand
MOTHER AND SON
Dark Lord's pact with sickle-wielding Goremand has brought the young leader to power.
Medusa
Little is known about the mystery woman of Devius Manor. They say that there is a curse on her name....

Controls

Even though you can perform a wide variety of tasks in Sword of Mana, the controls are simple and intuitive.

Nintendo GameCube Controls

While using a Game Boy Player, you'll find that the GCN control scheme is nearly identical to that of the GBA. The X and Y Buttons substitute for the Select Button.

1. After your character learns how to jump, press L to leap over ledges. After he or she learns to sit, hold L and A to stop and replenish your magic points.
2. Tap the R Button to trigger the selected spirit's healing or protective spell. Hold R for a moment, then release the button to summon the spirit's attack spell.
3. Use the Control Pad to move your character, to move the cursor in menus and to make the Ring Command menu spin.
4. The A Button is the main action button. Press the button to make your character attack, talk to other characters or interact with objects.
5. While you're exploring the world, hold B to make your character walk faster. While you're exploring menus, press B to return to the previous page.
6. Press Select (X or Y on the GCN Controller) to switch control between allied characters. While viewing an interface screen, press the button to make a command explanation pop up.
7. Press the Start Button to pause the game and bring up the Ring Command menu. Press the button again to resume play.

Eight Spirits a Week

Time flies in Sword of Mana. As you move from one section to the next, you'll notice that the lighting scheme changes to reflect advancing hours—morning, afternoon, evening and night. Some creatures appear and some events happen only at certain times of the day. The days advance, as well—each associated with one of the eight spirits. A spirit's magic is strongest on that spirit's day of the week.

When you press Start to bring up the ring commands, you'll see the day of the week displayed in the lower-left corner of the screen.

MORNING

AFTERNOON

EVENING

NIGHT

The Ring Command System

The innovative Ring Command system allows you to access all of the game's menus with speed and ease.

Ring around the Hero

Press the Start Button to pause the action and make the main ring menu appear around the player-controlled character. Each icon on the ring represents a menu choice. Press Left or Right on the Control Pad to spin the ring, and press A to choose the top selection.

After you press Start, the ring menu will appear, along with a description of the top item on the menu. As long as the main menu is displayed, a description of the current day and your current location will appear at the bottom of the screen.

When an arrow appears inside the ring, you can see more items by pressing Up and Down on the Control Pad.

PRESS THE START BUTTON

Battle Mode Commands

Trait Coins, Spirit Icons and Summons Items are available only in Battle mode. If you search the ring menus during standard exploration mode, the icons for those items will not appear.

- TRAIT COINS
- SPIRIT ICONS
- SUMMONS ITEMS

STATUS — Page 10

The Status menu displays info about the characters in your party, weapons, armor and the NPC's battle behavior.

- STATUS
- NPC SETTING
- WEAPONS LIST
- ARMOR LIST

ITEMS — Page 11

Items are separated in seven categories. The icons will appear only if you hold items of one of the selected types.

- RECOVERY ITEMS
- MYSTERY ITEMS
- TRAIT COINS
- SPIRIT ICONS
- MEAT ITEMS
- SUMMONS ITEMS
- OTHER ITEMS
- EVENT ITEMS
- SEEDS
- FRUITS
- VEGGIES
- RAW MATERIALS

WEAPONS — Page 14

You'll acquire several weapons during your adventure. Switch from one to the next by using the weapons menu.

ACCESSORIES — Page 12

Accessories give you power in five categories. You can select the item that you wish to wear in the Accessories menu.

MAGIC ROPE — Page 12

An old man in Topple Village will give you a Magic Rope. Use it to remove yourself magically from severe situations.

SPIRITS — Page 15

You can equip yourself with one spirit at a time. Select your magical muse from the Spirits menu.

POPOI'S NOTEBOOK — Page 13

Wandering salesman Niccolo will sell you Popoi's Notebook. Use it to uncover information about your adventure.

- WORLD MAP
- MONSTER ALBUM
- POPOI'S NOTES
- AMIGO LIST

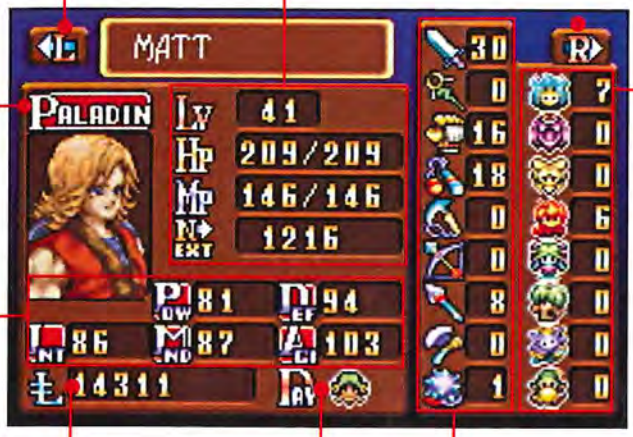
Status

Status

If there are two characters in your party, press L or R to switch to the other fighter's status.

The info in the middle of the screen shows the level, hit points, magic points and experience points the character needs to reach the next level.

Your character's current class appears above his or her portrait. Learn more about character classes on page 20.



Spirits become stronger with use. The spirits' current levels are shown next to their icons.

- WISP
- SHADE
- LUNA
- SALAMANDER
- UNDINE
- DRYAD
- JINN
- GNOME

- **POW** The Power rating shows your character's strength for weapon-oriented attacks.
- **DEF** The Defense rating indicates how well your character can withstand enemy attacks.
- **INT** Your character's offensive magical strength is reflected in his or her Intelligence rating.
- **MND** The Mind rating shows your character's strength in casting defensive magic.
- **AGI** The Agility rating indicates your character's ability to avoid attacks and hit targets squarely.

Your character's current cash total appears in the lower-left corner.

A picture of one of the eight spirits marks the day of the week.

Weapon levels increase with use. The numbers next to the weapon icons indicate their current levels.

- SWORD
- FLAIL
- LANCE
- STAFF
- SICKLE
- AXE
- KNUCKS
- BOW
- MACE

NPC Behavior Setting

When you have a nonplayer character (NPC) on your team, you can influence his or her attack by adjusting the NPC Behavior Setting. Choose a weapon or magic preference and an aggressive or defensive stance.

The Hero's Partners

HEROINE
WILLY
WATTS
CIBBA
AMANDA
LESTER

The Heroine's Partners

HERO
BOGARD
LESTER
WILLY

Armor List

The Armor list for each fighter in your party displays the character's currently equipped armor and accessory. Select each item to see its material, attributes, elemental affiliation and extra effects.

Weapons List

The Weapons list displays the current weapons in each character's arsenal. NPCs typically carry only one weapon. Cycle through the weapons to see their stats and press Select to get more information on each item.

Items

Recovery Items

Among recovery Items are Gumdrops and Chocolumps, which replenish hit points for either character in your party. Other items in the category recover magic points, cure poison and physical effects and even bring your NPC partner back to life.

Mystery Items

You can use Mystery Items for unusual effects. Blink Weeds, Potent Posies and Tone Stones attract enemies who rely on sight, smell and hearing respectively. The Amigo Whistle calls one of your Game-Link acquired Amigos for a quick attack.

Trait Coins

Trait Coins temporarily protect the selected character with the defensive power of one of the eight spirits. The Water coin, for example, calls Undine's BubbleBoat spell and encases the character in a floating bubble for a few seconds.

Spirit Icons

Like Trait Coins, Spirit Icons are effective only in Battle mode. They temporarily put the selected enemy in a vulnerable state. The Undine icon, for example, inflicts the enemy with SnowMan status (immobility) for a moment.

Meat Items

Enemies occasionally leave meat after a battle. You can use the meat of a creature to pump up your attack power against a creature of the same general type (Animal, Insect, Bird, etc.). The meat's power lasts for a very limited number of attacks.

Summons Items

Game Link connections (Amigo sessions) with several different Sword of Mana players will net you Amigo Whistles and Summons Items—cards that you can use to attack all enemies on the screen at once. See page 22 for details.

Other Items

The Other Items category consists of Event Items and a variety of goods that relate to tempering weapons and armor.

Fruits

Dwarves ask for fruit when tempering armor items.

Event Items

Many of the game's side quests concern the acquisition of Event Items.

Veggies

Dwarves need veggies when tempering weapons.

Seeds

By planting seed combinations in the hot house, you can grow produce.

Raw Materials

Forge raw materials with weapons to give the weapons more power.

Weapons

Weapon selection is very important. Creatures are vulnerable to different types of weapons. Study the Monster Album in Popoi's Notebook to discover enemy weaknesses, then select weapons and magic types that do the most damage.

Accessories

Your main character can wear one accessory at a time. Accessories add to your stats in one (or more) of the five character attribute categories. Some accessories are more powerful than others—some also add to the amount of experience or cash that you can collect by defeating enemies.

Magic Rope

If you're in trouble in the thick of battle and you've run out of Recovery Items, you can use the Magic Rope to escape from your current predicament and warp back to the closest save location. If the Magic Rope is not an option, it won't appear on the ring menu.

If your hit points are hopelessly low and there's no end in sight to the current battle, use the Magic Rope to climb out of your bind.

Spirits

Spirits are the conduit from which all magic spells flow. There are eight types of spirits. After you equip your character with a spirit, you can call the spirit's magic by using the R Button. Tap the button to call a defensive spell. Hold and release the button to call attack magic.

Each spirit can call two types of spells. Offensive spells cost twice as many magic points to call as defensive spells.

Ring Command Shortcut

In Battle mode, you can take a shortcut to two of the most useful ring menus. Press Start to bring up the main menu, then press R to switch to Spirits or press L to switch to Weapons.

Popoi's Notebook

World Map

As you explore the world, the map in Popoi's Notebook fills out to show where you've been. The cursor defaults to your current location. Move it to see the names of the other locations on the map.

Popoi's Notes

After you learn something important about the world or game systems, the information is transferred to Popoi's Notes. There are 29 notes in all.

Monster Album

Once you've defeated a creature of a particular type (not counting bosses or minibosses), an entry for that creature will appear in the Monster Album. Consult the entries to discover each creature's strengths and weaknesses.

Total creatures defeated

A

The creature's general type

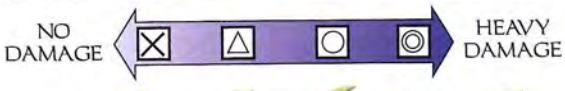
What attracts the monster

Attributes

Total creatures defeated of the selected variety

Hit Points

Study the right side of the screen to learn which weapons and magic to use against the creature in question.



Amigo List

Every time you connect with a different Sword of Mana player, you'll put that player's character on your Amigo list. The list shows the character's level of experience during your last connection.

Weapons

Knowing which weapons to use in each scenario will contribute significantly to your success. Slash, jab and bash your way to victory.

Nine Weapons

Sword

The hero's default weapon is a slashing standby. It is equally balanced in attack power, evasive ability and accuracy.

Flail

The jabbing flail has a long reach. You can grab onto objects on the other side of gaps, then fly to the other side.

Lance

A fast weapon with the Jab attack trait, the lance is strong, but its evasive ability is low.

Staff

The staff is exclusive to the heroine. A bashing item by trait, the weapon is not as strong or reliable as the hero's sword.

Sickle

The sickle is slower than the sword and not nearly as accurate, but its wide range allows you to attack enemies at all angles.

Axe

The slashing axe is almost as slow as the sickle, but it's much stronger. Use it to attack lumbering enemies.

Knucks

The first bashing weapon that the hero collects allows him to attack quickly and dodge enemy attacks easily.

Bow

The bow fires arrows that fly in an arc, allowing you to attack high-flying enemies. It's strong and incredibly accurate.

Mace

While not quick, the mace is mighty and it has a relatively long attack range. Use it to defeat armored enemies.

Three Traits

Weapons are split into three attack categories—Slash, Bash and Jab. If an enemy is vulnerable to attacks from a particular weapon, it is generally vulnerable to all other weapons that carry the same attack trait. The hero begins with a slashing weapon, while the heroine begins with a bashing device.

Put the Pow in Power

Your character's stat screen shows the current level of each weapon in his or her arsenal. The more you use a weapon, the more it will rise in attack level and usefulness.

When your weapon increases by a level, a message will appear above your character.

It's a good practice to build the levels of at least one weapon of each attack trait.

Spirits

By collecting spirits, you'll be able to use magic to attack enemies, defend your character and break stone seals.

Magic

Each spirit is capable of casting an attack spell and a support spell. Tap the R Button to call the currently equipped spirit's support spell. Hold the R Button until the spirit's icon appears, then release the button to summon the spirit's attack spell.

The power of most support spells fades after several seconds.

The shape and trajectory of an attack spell blast depends on the character's currently equipped weapon.

Wisp (Light Attribute)

ATTACK	The Wisp's white light is strong against Fowl-type creatures. It afflicts some targets with a Charm effect.
SUPPORT	The HealingLight spell gives the player-controlled character a quick hit-point boost. By advancing through certain classes, you can increase the strength of the spell.

Shade (Dark Attribute)

ATTACK	Flora-type creatures wilt under the power of Shade's attack. The spell's side effect is Darkness.
SUPPORT	Use Shade's Silhouette to transform your character into a shadow that only enemies who rely on hearing will be able to detect.

Luna (Moon Attribute)

ATTACK	Magicali creatures, such as the Polter Box, fall to the power of the Luna. Its side effect is Small (Wimp).
SUPPORT	Mooglemorphosis transforms your character into a teddy-bearlike creature ignored by all enemies except those who rely on smell.

Salamander (Fire Attribute)

ATTACK	The fire-blasting Salamander spell scorches Aquan creatures and inflicts some targets with FireMan.
SUPPORT	Cast PowerUp on your character to double the fighter's physical attack power for a few moments.

Undine (Water Attribute)

ATTACK	Amorph and Demon creatures are washed away by Undine's waterlike attack. The side effect is SnowMan.
SUPPORT	The BubbleBoat spell encases your fighter in a floating sphere undetected by all enemies except those who rely on sight.

Dryad (Wood Attribute)

ATTACK	The Dryad's spell is most effective against Amorph and Oddball creatures. Some are inflicted with Sleep.
SUPPORT	If you're going up against enemies who primarily use magic to attack, you can halve the effect of their spell by using PsychicShield.

Jinn (Wind Attribute)

ATTACK	The Jinn's windy spell blows away enemies of the Flora and Insect varieties and triggers a Numb effect.
SUPPORT	If you have a lot of ground to cover, cast the SpeedUp spell to make your character run without your having to hold the B Button.

Gnome (Earth Attribute)

ATTACK	The Gnome's grounded attack buries Fowl and Demihuman creatures. Its side effect is Petrify.
SUPPORT	The D-Fence spell doubles your defense against physical attacks for a short time. Use it when you're surrounded by burly enemies.

Magic Moves

Attack spells generate blasts of magic that vary wildly in their trajectory, depending on which weapon you have equipped. The examples below show the magic attack trajectories associated with each weapon. The sword offers the most concentrated magic attack, but its range is severely limited.

Talk to the Townies

The story unfolds and your pack gets heavier when you visit towns for information-gathering and shopping expeditions.

General Stores

Every town and village has a general store where you can buy and sell goods. The same Recovery Items are for sale in every store. You can buy them one at a time or in large quantities. The available accessories vary from store to store, but every store tends to sell one accessory for each of the five jewelry-enhanced attributes—Power, Defense, Intelligence, Mind and Agility.

When you speak to the shopkeeper, the first choice that you have is to buy or sell items. Then you must select Items or Accessories. You can generally sell items for half of their purchase price.

Niccolo – The Traveling Salesman

Niccolo shows up in the strangest places, when you least expect him. He offers recovery items of the variety that you'll find in any store, but he also has a few one-of-a-kind items that you just can't pass up, including Popoi's Notebook and Cactus Essence.

When Niccolo pops up, the game switches to standard Exploration mode with no enemies.

Two of Niccolo's unique items are accessories—Belle Bell and Chimpfish Iris.

Blacksmiths

Dwarves set up shop in most population centers. You can learn the dwarf perspective of the world's events from the helmeted hairballs and have them temper your weapons and armor. Before you can get the dwarves to take your hardware you must grow produce in the hot house.

Select Weapons or Armor, then select a particular piece from your arsenal. The tempering dwarf will ask you for a fruit or vegetable, then he will temper your item with the produce.

Inns

Inns are great places to catch up with the villagers and fellow travelers for information about the story and side quests. You can also pay to stay the night. A good sleep will restore your character's hit points and magic points, and give the fighter Best status temporarily.

After a night's stay, you'll enjoy Best status—a combination of PowerUp and D-Fence effects.

Residences

By exploring every building, you'll meet people who can help you understand events that are important to the story or offer you side quests. Most side quests have you finding an item or group of items and taking them back to a villager. Speaking to townspeople can also trigger important events.

In every village that you explore, you'll find at least one person who wants to send you on a side quest.

The Hot House

With a little Cactus Essence and a flower pot, you can create a fully formed hot house. Enter for info and fresh produce.

Li'l Cactus

Your prickly potted pal in the hot house lobby will not offer much information when you speak to him. But after your conversation (and your exit), he'll scribble notes on a cactus diary in the corner. When you return for another visit, read the notes to learn details about the story.

Speak to him?
Li'l Cactus's Diary 1/1
A Meeting
The Chief met a friend from long ago.
Their relationship's always rough.
With all of their babbling
And two-fisted squabbling
You'd think they'd get married 'n stuff.

Speak to Li'l Cactus, then leave the hot house. The shy houseplant will hop over to his diary and write notes about your meeting and the game story. Consult the diary for information during any of your return visits to the hot house.

Orchard

An old growth named Trent resides in the hot-house's orchard. He'll ask you for any combination of two seeds—the kind that you can find in treasure chests. On your next hot-house visit, you'll find the product of the seed fusion in the area above Trent.

You'll find several types of seeds during your journey. Give the seeds to Trent in pairs. Later, when you return to the hot house, you will be able to cut down and collect a fruit or vegetable that grew from the seed pair.

Watts Happening

After you meet adventuring dwarf Watts, he'll take up residence in the hot house and provide a weapon- and armor-forging service. Other dwarf blacksmiths temper items with produce exclusively, but Watts is the only one who also forges items with raw materials, adding strength in several categories.

Watts can fuse battle items with other materials using his forging skills.

After you select a piece of armor or a weapon, have Watts meld it with one of your raw materials.

Step into Battle

The action heats up when you enter the battlefield. In addition to fighting enemies, you'll tackle several other types of activities.

Battlefield Action

Cutting Grass

You can use any weapon that carries a Slash attack trait to cut tall grass. By slicing through the greenery, you can find many useful items.

Flying with the Flail

Your journey through the Marsh Cave will earn you the flail, the Jab-trait weapon that can carry you across water. Hook on to a post and soar.

Treasure Chests

Defeated enemies sometimes leave behind booby-trapped treasure chests. Press the A Button to trigger a spinning ring of icons. Press A again to make the ring stop. The top icon will either trigger a trap or let you open the chest with no consequence.

Jumping

After your journey to Cascade Cottage, outside of Topple Village, you'll learn how to jump. Press the L Button to leap over short ledges.

Stone Seals

Stone seals block key passages in caves. To break a seal, you must hit it with a magic attack of the type that matches the seal's etchings and coloring.

Tiny Tapper

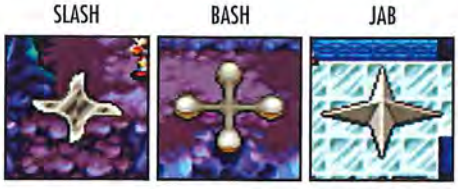
Some cave entrances are too small to walk through when your character is at full size. Use the Tiny Tapper to shrink your fighter, then slip through the cracks.

Sitting

On your way to Vinquette Hall, you'll learn how to sit and replenish magic points by holding A and L. A strong magic aptitude will increase your point-replenishing rate.

Metaballs

Three types of Metaballs block passages in caves and dungeons. Each one is associated with one of the attack traits. You can break the Metaballs by hitting them with weapons that have matching traits.



Mana Statues

Statues that depict the Mana Goddess allow you to save your progress. Silver statues that have deteriorated over time only save your progress; gold statues save, plus replenish hit points and magic points.

Save, and replenish HP and MP

Save only

Battle Mode

Moments after you enter an area where battles can take place, your character will produce his or her weapon and Battle mode will kick in. Prepare for enemy attacks.

The current hit points and magic points for the support fighter appear in the upper-right corner.

The player-controlled character's current point totals and current maximum point totals are displayed in the lower-center section of the screen.

If the Deathblow gauge is full, you can pull off a big attack. Hold A, then release.

Combination Attacks

Some weapons, such as the sword, staff and spear, allow you to pull off combo moves. Press A to initiate the attack, then press the button again when your weapon is fully extended. You can string together up to three blows.

Deathblows

Your Deathblow gauge grows every time an attack connects. When the gauge is topped out, your character will flash. Hold A for a second, then release to pull off a big move. The flashing effect will last for about a minute.

Leveling Up

As you defeat enemies and gain experience, you'll level up. Every time you do so, you can increase stats by selecting one of five fighter types. Type selections contribute to class changes. See page 20 for class change details.

Physical Effects

	BEDRAGGLED	A Bedraggled state decreases a fighter's defense against physical attacks. Take a Prestoveggie to recover.
	BEWITCHED	When a character is Bewitched, his or her defense against magical attacks is reduced. A Prestoveggie provides the cure.
	CHARM	A Charmed fighter will attack his or her partners. The cure for the condition is a Stardust Herb.
	CONFUSION	When Confusion sets in, the character's movement directions will be reversed. A Stardust Herb can correct the problem.
	DARKNESS	Darkness reduces the fighter's accuracy. Use a Stardust Herb to clear away the cloud.
	DEATH	When your partner's hit points are depleted, he or she will float across the screen like a ghost. Use an Angel Grail to revive the warrior.
	FIREMAN	The FireMan effect makes the inflicted character unable to fight and causes damage over time. Cure the ailment with a Stardust Herb.
	NUMB	The Numb effect keeps the fighter from attacking. A Stardust Herb will take the numbness away.
	PETRIFY	A warrior hit with a Petrify effect loses hit points and turns to stone. The only cure is a Stardust Herb.

	POISON	Poison hits the afflicted warrior with damaging blows. You can stop the hurting with a Prestoveggie.
	POSE	The Pose effect freezes the fighter. Use a Stardust Herb to revive the character's mobility.
	POWERDOWN	PowerDown decreases the fighter's physical attack strength. A Prestoveggie cures the ailment.
	SILENCE	Silence makes the character unable to communicate with the spirits for magic casting. A Stardust Herb is the cure.
	SLEEP	The Sleep effect knocks out the afflicted fighter. Use a Stardust Herb to revive the snoozer.
	SNOWMAN	Covered in protective ice, the SnowMan-frozen fighter can't move or take damage. Use a Stardust Herb to initiate a thaw.
	SPEEDDOWN	SpeedDown slows the fighter's walking and fighting speeds. A Prestoveggie will lift the spell.
	TOXIN	Toxin has the same damaging effect as Poison. A Prestoveggie removes the venom.
	WIMP	The Wimp effect reduces the size, fighting strength and defenses of the battler. Use a Stardust Herb to reverse the curse.

Class Changes

Your level-up type selections build up to class changes. After five selections of a particular type, you'll establish a class and a track toward more class changes (as illustrated in the following tables). Advanced classes give your character new strengths.

WARRIOR TYPE 5

HERO / HEROINE	FIGHTER	Sword attack power +5
HERO / HEROINE	KNIGHT	Sword attack power +10 / HealingLight effect +10
HERO / HEROINE	GLADIATOR / GLADIATRIX	Sword attack power +15
HERO / HEROINE	PALADIN	Sword attack power +20 / HealingLight effect +20 / Wisp attack power +10
HERO / HEROINE	WARLORD / WARMAIDEN	Sword attack power +20 / HealingLight effect +40
HERO / HEROINE	WEAPON MASTER	Sword attack power +25 / Salamander, Undine, Jinn and Gnome magic attack power +15
HERO / HEROINE	DUELIST	Sword attack power +30 / Shade magic attack power +10

MONK TYPE 5

HERO / HEROINE	GRAPPLER	Knucks attack power +5
HERO / HEROINE	MONK	Knucks attack power +10 / HealingLight effect +10
HERO / HEROINE	BASHKAR	Knucks attack power +15
HERO / HEROINE	GODHAND	Knucks attack power +20 / HealingLight effect +20 / Wisp attack power +10
HERO / HEROINE	WARRIOR MONK	Knucks attack power +20 / HealingLight effect +40
HERO / HEROINE	DERVISH	Knucks attack power +30 / Luna magic attack power +10
HERO / HEROINE	DEATHHAND	Knucks attack power +40

MAGICIAN TYPE 5

HERO / HEROINE	MAGICIAN	Salamander, Undine, Jinn and Gnome attack power +5
HERO / HEROINE	SORCERER / SORCERESS	Salamander, Undine, Jinn and Gnome attack power +10 / Wisp magic attack power +5
HERO / HEROINE	DELPHI	Salamander, Undine, Jinn and Gnome attack power +10 / Shade magic attack power +5
HERO / HEROINE	GRAND DIVINER / GRAND DIVINA	Salamander, Undine, Jinn and Gnome attack power +15 / Wisp attack power +10 / Salamander, Undine, Jinn and Gnome support power +15 / Possess eight Undines
HERO / HEROINE	ARCHMAGE	Salamander, Undine, Jinn and Gnome attack power +10 / Wisp attack power +10 / Salamander, Undine, Jinn and Gnome support power +20 / Possess eight Jinns
HERO / HEROINE	RUNE SEER	Salamander, Undine, Jinn and Gnome attack power +20 / Shade attack power +10 / Salamander, Undine, Jinn and Gnome support power+10 / Possess eight Gnomes
HERO / HEROINE	MAGUS	Salamander, Undine, Jinn and Gnome attack power +30 / Shade attack power +10 / Possess eight Salamanders

WARRIOR TYPE | MONK TYPE | MAGICIAN TYPE | SAGE TYPE | THIEF TYPE | RANDOM TYPE

SAGE TYPE 5

HERO CLERIC / HEROINE CLERIC — HealingLight effect +10

- 5 10 — HERO PRIEST / HEROINE PRIESTESS — Luna, Salamander, Undine, Dryad, Jinn and Gnome attack power +5 / HealingLight effect +20
  - 10 25 — HERO BISHOP / HEROINE BISHOP — Luna, Salamander, Undine, Dryad, Jinn and Gnome support power +10 / HealingLight effect +20 / Wisp attack power +20 / Possess eight Wisps
  - 10 15 10 — HERO SAGE / HEROINE SAGE — Luna, Salamander, Undine, Dryad, Jinn and Gnome support power +10 / HealingLight effect +40 / Dryad attack power +10 / Possess eight Dryads
- 10 RANDOM 5 — HERO ENCHANTER / HEROINE ENCHANTRESS — Luna, Salamander, Undine, Dryad, Jinn and Gnome support power +10 / HealingLight effect +10
  - 5 15 5 RANDOM 10 — HERO NECROMANCER / HEROINE NECROMANCER — Luna, Salamander, Undine, Dryad, Jinn and Gnome support power +20 / HealingLight effect +10 / Luna attack power +15 / Possess eight Lunas
  - 10 15 RANDOM 10 — HERO DARK SHAMAN / HEROINE DARK SHAMANESS — Luna, Salamander, Undine, Dryad, Jinn and Gnome support power +10 / HealingLight +10 / Shade attack power +25 / Possess eight Shades

THIEF TYPE 5

HERO THIEF / HEROINE THIEF — Accuracy +5 / Critical hit probability +5

- 5 10 — HERO RANGER / HEROINE RANGER — Accuracy +5 /Bow attack power +5 / Critical hit probability +10
  - 10 10 15 — HERO NOMAD / HEROINE NOMAD — Accuracy +10 /Bow attack +20 / Critical hit probability +15 / Luna and Dryad attack power +10
  - 15 20 — HERO ROGUE / HEROINE ROGUE — Accuracy +20 /Bow attack power +10 / Critical hit probability +15 / Flail attack power +10
- 10 RANDOM 5 — HERO NINJA / HEROINE NINJA — Accuracy +5 / Critical hit probability +10 / Evasion probability +10
  - 5 20 RANDOM 10 — HERO NINJA MASTER / HEROINE NINJA MASTER — Accuracy +10 / Critical hit probability +20 / Evasion probability +20/ Salamander, Undine, Jinn and Gnome attack power +10
  - 25 RANDOM 10 — HERO NIGHTBLADE / HEROINE NIGHTBLADE — Accuracy +10 / Critical hit probability +20 / Evasion probability +10/ Sickle attack power +20

RANDOM TYPE 2 2 1

HERO BARBARIAN / HEROINE AMAZON — Lance attack power +5

- 4 4 2 2 3 — HERO AESIR / HEROINE VALKYRIE — Lance attack power +10 / Salamander, Undine, Jinn and Gnome support power +5
  - 8 8 7 5 7 — HERO ODIN / HEROINE VANADIS — Lance attack power +20 / Salamander, Undine, Jinn and Gnome support power +10 / Wisp attack power +10
  - 10 8 5 7 5 — HERO STARLANCER / HEROINE STARLANCER — Lance attack +25 / Salamander, Undine, Jinn and Gnome support power +15
- 4 4 2 RANDOM 5 — HERO RUNE KNIGHT / HEROINE RUNE MAIDEN — Lance attack power +15
  - 8 8 5 4 RANDOM 10 — HERO DRAGON MASTER / HEROINE DRAGON MASTER — Lance attack +25 / Salamander, Undine, Jinn and Gnome attack power +15
  - 10 10 5 RANDOM 10 — HERO FENRIR KNIGHT / HEROINE FENRIR KNIGHT — Lance attack power +30 / Shade attack power +10

Acquiring Amigos

Game Link connections with other Sword of Mana players give you in-game Amigos. Use them for surprise attacks and summons.

Make Connections

Connect two Sword of Mana-equipped Game Boy Advance systems using a Game Boy Advance Game Link cable. Select the Communication entry in both games, then choose characters to introduce to one another.

Call Your Friends

Once your character has at least one Amigo, you'll find an Amigo Whistle in your Mystery Items menu. Use the whistle to call on your character's Amigo for a pogo-stick bouncing attack. The stronger the Amigo was during your last connection, the more powerful the attack will be.

Your character's first Game Link connection earns an Amigo Whistle.

You can call Amigos once per game day. If your character has multiple Amigos, his or her pals will attack as a group.

Seven Wisdoms

If you have a lot of friends, you can earn rare and powerful items. Summons Items call the power of the Seven Wisdoms. Each spirit damages every enemy on the screen and causes a side effect. The table to the right reveals how many different Amigos you must meet to collect each item.

After you reach an Amigo milestone, you'll collect a valuable Summons Item.

AMIGOS	SUMMONS ITEM	ATTRIBUTE	SIDE EFFECT
5	Selva Card	Wind	Numb
10	Pokiehl Card	Fire	FireMan
15	Tote Card	Water	SnowMan
30	Rosiotti Card	Wood	Sleep
50	Olbohn Card	Moon	Wimp
75	Gaia Card	Earth	Petrify
100	Matilda Card	Light	Charm

SELVA POKIEHL TOTE ROSIOTTI OLBOHN GAIA MATILDA

Sword Story

Chapter 1

The game's storyline plays out from either of two perspectives—that of the hero or the heroine. You make the selection from the start.

The Hero's Path

Dungeon and Coliseum Page 25

Captured by Dark Lord's minions, the hero begins the adventure as a prisoner in Granz Castle—a coliseum fighter who takes on monsters with his pal, Willy, for Dark Lord's entertainment.

PARTNER | WEAPON | SPIRIT

Path to Topple Page 26

After a fierce battle and a daring escape, the hero falls from a bridge in a confrontation with Dark Lord. He lands in the outskirts of Topple Village where he meets the heroine.

PARTNER | WEAPON | SPIRIT

Topple Village Page 28

Speaking to the citizens of Topple Village, the hero receives the Magic Rope (for quick dungeon escapes) purchases Popoi's Notebook and learns about a mighty sword.

PARTNER | WEAPON | SPIRIT

Topple Outskirts Page 27

PARTNER | WEAPON | SPIRIT

Cascade Cottage Page 25

After reading a letter from Sir Bogard in Cascade Cottage, the hero meets the heroine again. The adventurers decide to go to Vinquette Hall together, then make their way to Wendel.

PARTNER | WEAPON | SPIRIT

Chapter 2 Page 30

The Heroine's Path

Cascade Cottage Page 25

One of the last survivors of Mana Village, the heroine tells her guardian, Sir Bogard, that she intends to find other members of the Mana Clan. Her first stop will be Topple Village.

PARTNER | WEAPON | SPIRIT

Topple Outskirts Page 27

PARTNER | WEAPON | SPIRIT

Topple Village Page 28

The people of Topple Village provide information about the Mana Clan and some helpful items. One villager—a young boy—asks the heroine to retrieve a favorite book.

PARTNER | WEAPON | SPIRIT

Path to Topple Page 26

While searching for the book, the heroine happens upon the mischievous Julius, who sics a monster on her. The hero comes to the heroine's aid, then helps her find the book in the tall grass.

PARTNER | WEAPON | SPIRIT

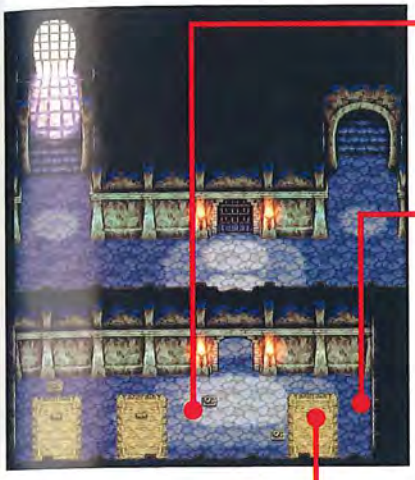
Cascade Cottage Page 25

After another brief visit to Topple Village, the heroine returns to Cascade Cottage, where she catches up to the hero. Confusion between the pair clears, and they leave together for Vinquette Hall.

PARTNER | WEAPON | SPIRIT

Chapter 2 Page 30

Dungeon and Coliseum



MANA STATUE

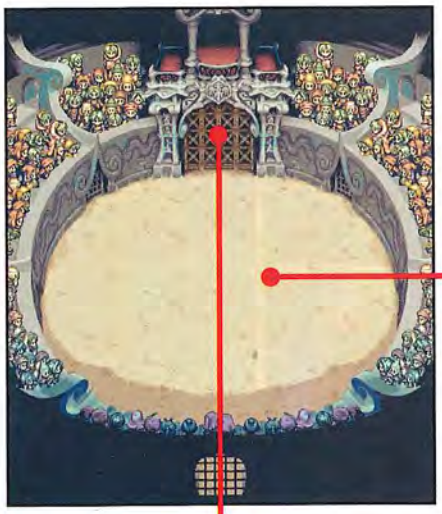
Prison Politics

After a long conversation with Willy, save your progress at the Mana Statue. Talk to the slave near the door once, then Amanda twice and the slave again. The coliseum battle will begin.

1

Popoi's Notes No. 1

The part of your conversation with Amanda that concerns Mana statues will become the first entry in Popoi's Notes. You'll collect Popoi's Notebook in Topple Village.



Boss Battle: Jackal

STATUS	
HP	55
POW	8
DEF	5
INT	2
MND	5
AGI	1
EXP	5
LV	7

After Dark Lord discusses old battles between the Gemma Knights and Vandole, you'll engage in a more immediate bout against the Jackal. Hold B to move quickly, run to the rear of the Jackal to avoid its claws and swing away. You'll beat the beast with ease.

2

Make Your Escape

With the Jackal gone, the jubilant guards will not realize that the coliseum gate is open. Run to the exit and escape the arena.

3

Cascade Cottage

To Vinquette Hall

Provided that you speak with key characters in Topple Village, you'll find a letter from Sir Bogard. After reading the letter and discussing spirits, the hero and heroine will decide to head to Vinquette Hall.

6 5

The Heroine's Tale

The heroine's adventure will begin in Cascade Cottage with a conversation between the young adventurer and Sir Bogard. She'll decide to seek answers about the fate of the Mana Clan.

1

TOPPLE OUTSKIRTS Page 27

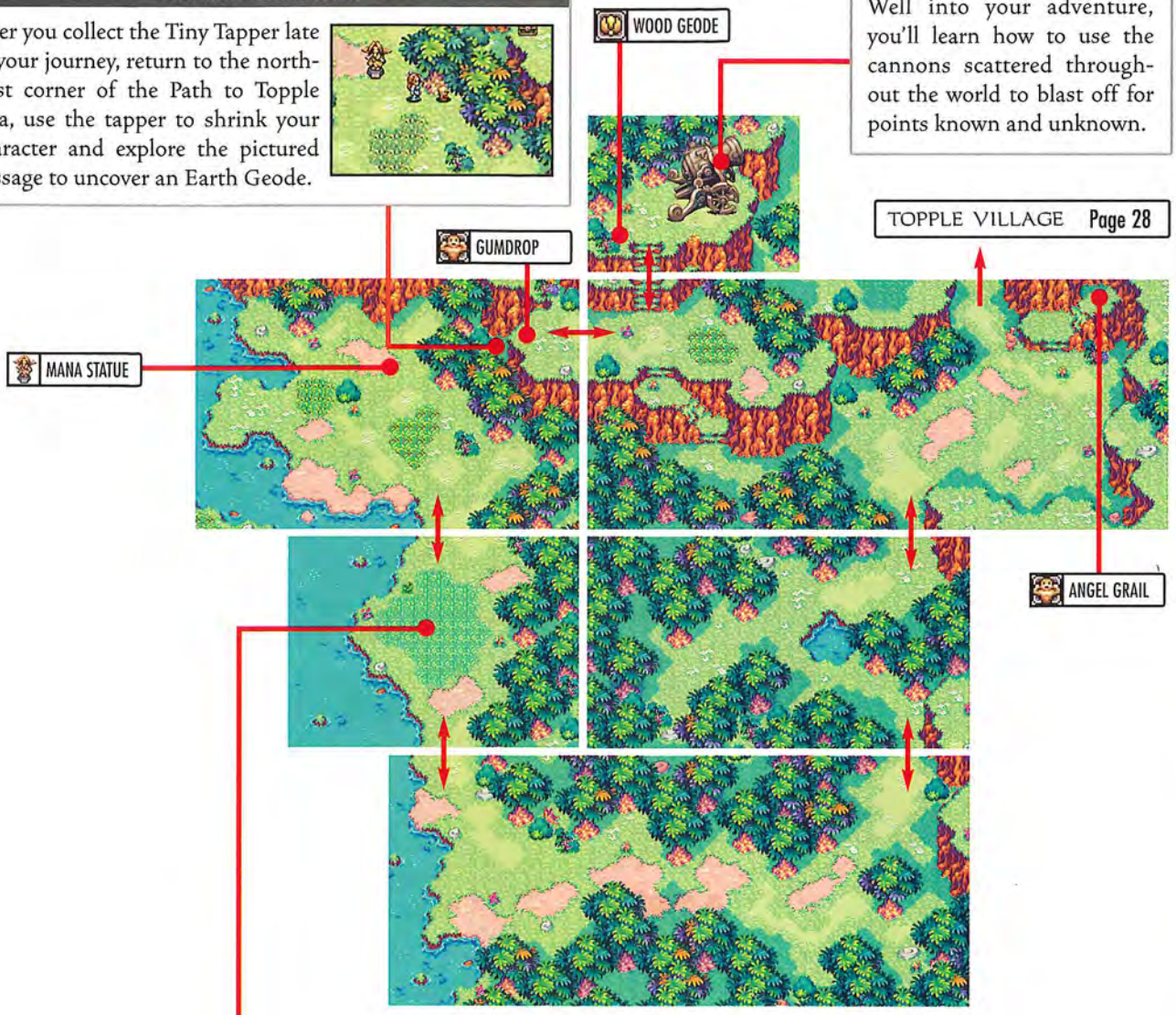
Path to Topple

Small Detour

After you collect the Tiny Tapper late in your journey, return to the northwest corner of the Path to Topple area, use the tapper to shrink your character and explore the pictured passage to uncover an Earth Geode.

Future Launch Pad

Well into your adventure, you'll learn how to use the cannons scattered throughout the world to blast off for points known and unknown.



Mowing Meeting

The hero's and heroine's paths intersect in a meadow of tall grass on the outskirts of Topple Village. The heroine is looking for a book. Since the hero's sword is a Slash-trait weapon, he can cut the grass and reveal the treasure. If you're controlling the hero, look for the book in the meadow's southwest sector.

Monster List

Name	Found
BATMO	Night
BEBE	Day/Night
RABITE	Day/Night

Topple Outskirts

Monster List

Name	Found
BATMO	Night
BEBE	Day/Night
RABITE	Day/Night

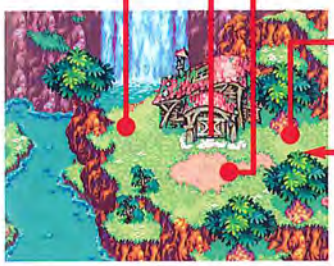
Magic Lesson

Before the heroine leaves Sir Bogard for her adventure, the former Gemma Knight will tell his charge about spirits, magic and recouping magic points. Hold A and L to sit and replenish your MP supply.

2

CASCADE COTTAGE Page 25

MANA STATUES



Learn to Leap

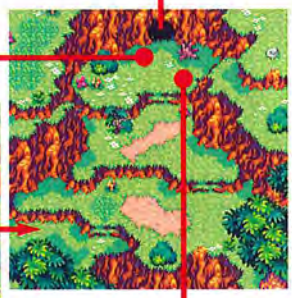
Following the conversation about Sir Bogard's letter in Cascade Cottage, the hero and heroine will stop at the edge of the cottage grounds and talk about jumping. Press the L Button to hop up to the top of short ledges.

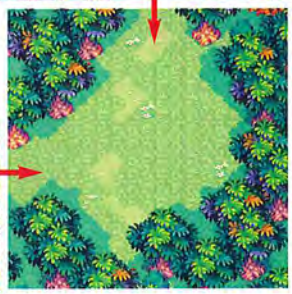
7 6

BATMO CAVE Page 31

GUMDROP

MANA STATUES





Popoi's Notes No. 17

Niccolo will introduce you to the idea of Metaballs near Batmo Cave's entrance. You can break three types of Metaballs using weapons that have matching traits.

TOPPLE VILLAGE Page 28

Topple Village

Cottage Conversation

You must talk to the man in the northwestern house to set up an event in Cascade Cottage. He'll tell the hero to look for Bogard at the cottage. He'll tell the heroine that the hero is heading for Bogard's place.

Nab the Notebook

When you try to leave Topple by way of the northwest exit, Niccolo will stop you and offer to sell you Popoi's Notebook. You can buy it even if you don't have the 10-lucre asking price.

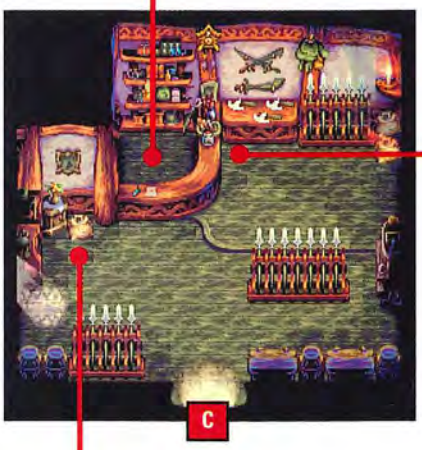
MANA STATUES

TOPPLE OUTSKIRTS Page 27

PATH TO TOPPLE Page 26

GENERAL STORE

ITEMS	PRICE
GUMDROP	10
PRESTOVEGGIE	15
STARDUST HERB	20
ANGEL GRAIL	50
BB RING	100
GEM RING	100
CICADA EARRINGS	100
QUARTZ RING	100
COBRA EARRINGS	100



The Way to Wendel

During the daytime, a woman in the center of town will mention that the master of Vinquette Hall has blocked the passage to Wendel. At night, you'll find the woman in the general store.

Popoi's Notes No. 13

The hero will learn about cutting grass during his first conversation with the heroine. The heroine will get the news by speaking to a girl near the center of the village during the day.

Popoi's Notes No. 14

A daytime visitor to the Topple General Store will give the heroine notes about using a flail to cross gaps.

Quest Luke, I'm Your Father

A boy named Luke seeks his father, Marco. Speak to Luke during the day in the general store. He'll give you barbequed newt to give to his father. After conversations with particular people in the locations listed to the right, you'll earn a reward.

- TOWN OF WENDEL
- MENOS VILLAGE
- TOWN OF JADD
- DEVIUS MANOR
- LORIMAR CASTLE

Quest — Pouch Patrol

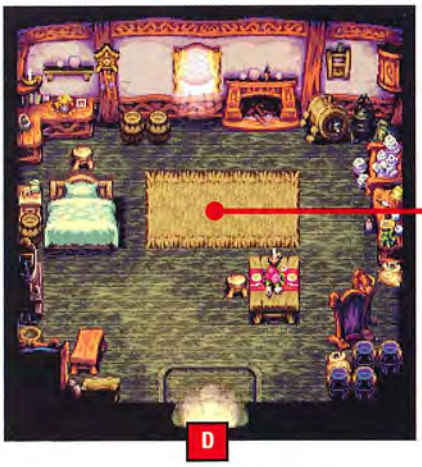
Blassie the Third seeks Blood Pouches. Some Batmos leave them behind. If you bring them to Blassie, he'll pay you handsomely. For every 10 pouches you sell, you'll earn a reward.

Popoi's Notes No. 2

The gentleman at the base of the stairs will give you some advice about building up to a change in class as you level up. Consult the second entry of Popoi's Notebook to revisit your conversation.

Popoi's Notes No. 21

A man stands on the east side of the village at night. He'll tell you about planting seeds in the hot house orchard. The information will become Entry 21 in Popoi's Notebook.



Rope Reward

If you're playing as the hero, you'll earn the Magic Rope after conversations with the old man and the boy inside and outside the house in Topple's southeast corner. If you're the heroine, you'll get the rope after returning the lost book to the boy.

5 3

Chapter 2

A block in the road to Wendel leads to Vinquette Hall, where the hero and heroine learn about the mysterious Mavoles.

The Hero's Path

Batmo Cave Page 31

The hero and heroine forge on to Vinquette Hall by way of Batmo Cave. In the darkness, the adventurers face two new types of creatures and three passage-blocking Metaballs.

PARTNER | WEAPON | SPIRIT

Vinquette Vicinity Page 32

Arriving in Vinquette Vicinity, the adventurers continue their fight. While searching for Vinquette Hall, they happen upon Niccolo, who sells them Cactus Essence, the key to creating a hot house.

PARTNER | WEAPON | SPIRIT

Vinquette Hall Page 34

After conversations with Isabella and the butler in an uneasy night at Vinquette Hall, the heroine disappears. The hero must search the mansion for her and match wits with Count Lee.

PARTNER | WEAPON | SPIRIT

CHAPTER 3 Page 38

The Heroine's Path

Batmo Cave Page 31

The journey through Batmo Cave from the heroine's perspective is nearly identical to the hero's journey. Since the fighters have weapons of two different traits, they're able to break different Metaballs.

PARTNER | WEAPON | SPIRIT

Vinquette Vicinity Page 32

The journey to Vinquette Hall is the same for both characters. After the pair walks through the open gate, however, the heroine sees something that the hero does not see—a ghost!

PARTNER | WEAPON | SPIRIT

Vinquette Hall Page 34

Unable to sleep in creepy Vinquette Hall, the heroine follows the butler to a place where the master of the manor, Count Lee, keeps members of the Mana Clan in a dreamy state. A battle ensues.

PARTNER | WEAPON | SPIRIT

CHAPTER 3 Page 38

Batmo Cave

Chobin' with the Hoods

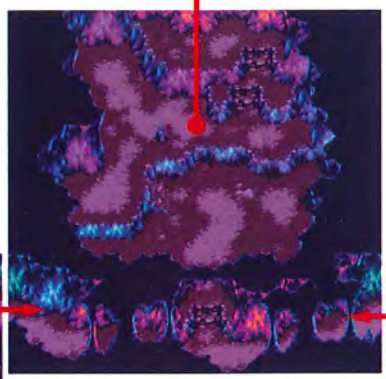
Batmo Cave's northern chamber is home to four rascally Chobin Hoods. Once you defeat the last Hood, you'll earn the bow—a Jab-trait weapon that is effective against Lime Slimes.

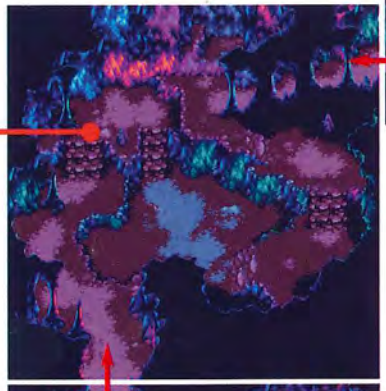
2 2

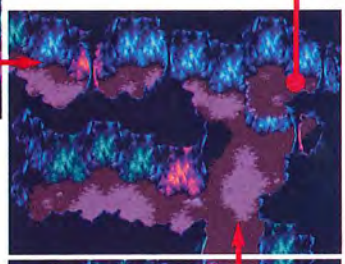
Metaball Trio

You'll find Metaballs of all three types in Batmo Cave. The hero's Slash-trait sword can break the blockade closest to the entrance. You'll need the bow and the heroine's staff to break the other two.

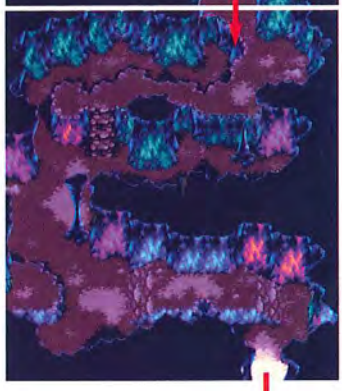
1 1

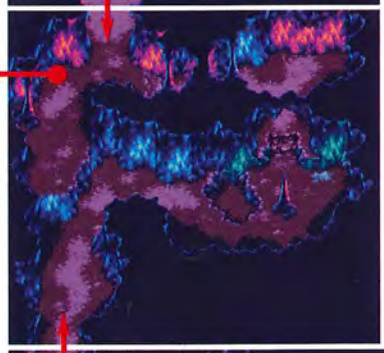




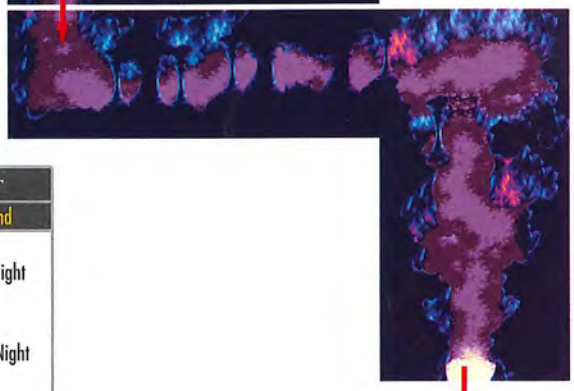


GUMDROP





ANGEL GRAIL



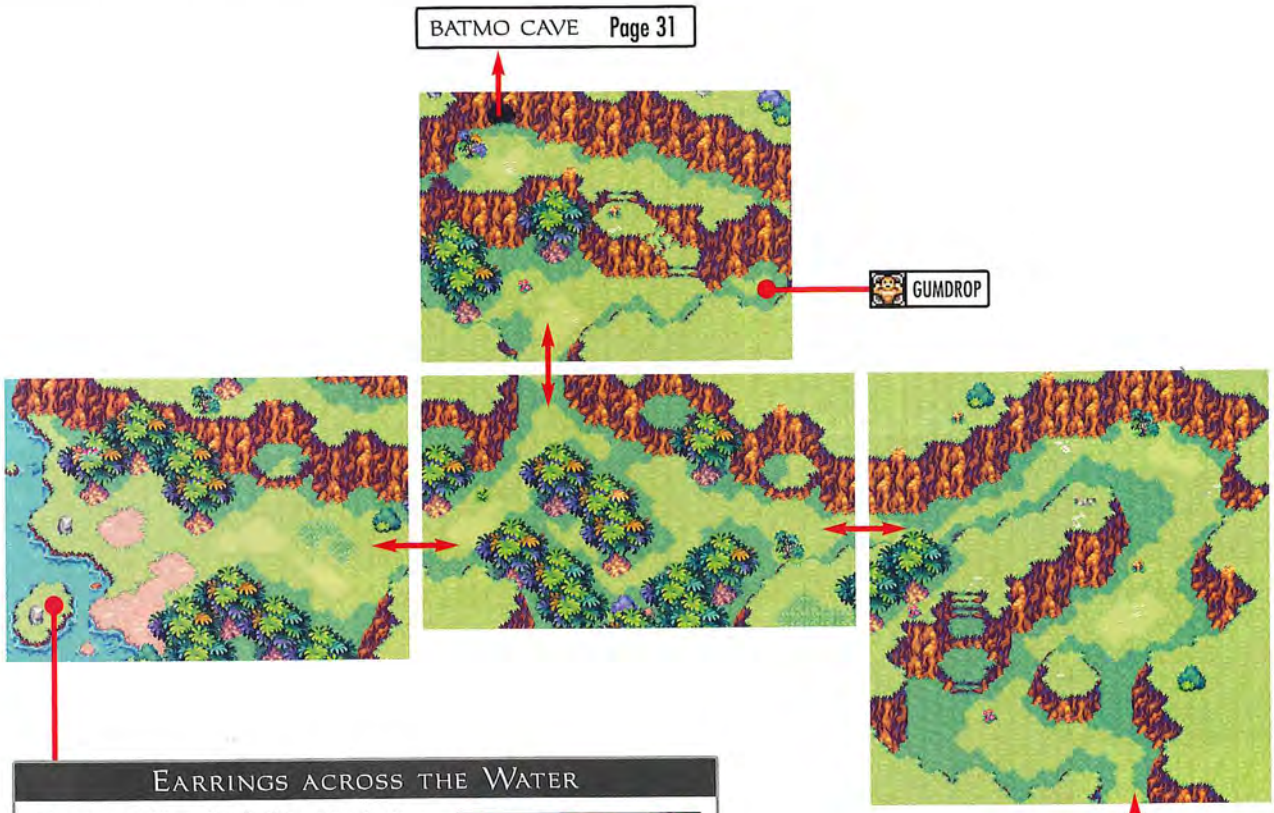
VINQUETTE VICINITY Page 32

TOPPLE OUTSKIRTS Page 27

Monster List

Name	Found
BATMO	Day/Night
CHOBIN HOOD	Day/Night
LIME SLIME	Day/Night

Vinquette Vicinity



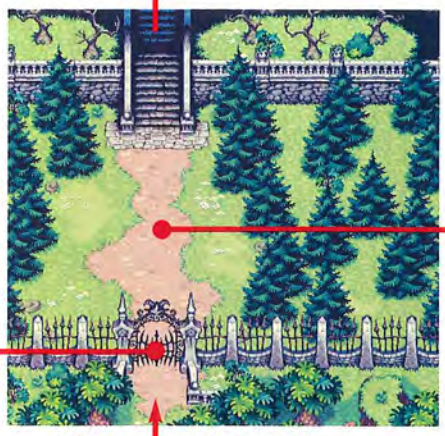
Earrings across the Water

After you collect the flail in Marsh Cave, return to the eastern edge of Vinquette Vicinity and use the far-reaching weapon to cross over to a small island. There you'll find Cobra Earrings in a treasure chest.

Monster List

Name	Found
BATMO	Night
BEBE	Day
CHOBIN HOOD	Day
LIME SLIME	Night
NEEDLEBEAK	Day
RABITE	Day/Night

VINQUETTE HALL Page 35



Evening Entry

The gate to Vinquette Hall is open only at night. If you arrive when it's still light outside, explore the southern sectors and defeat enemies to build your levels, then return after night falls.

Eerie Encounters

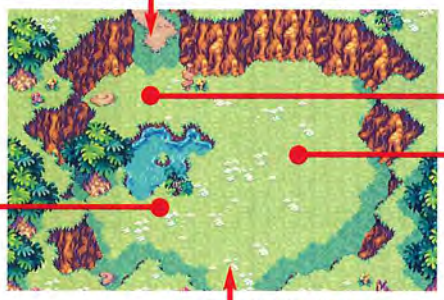
After you step onto Vinquette Hall grounds, the hero and heroine will split up for a moment. If you're playing as the hero, you'll stumble upon mystery man Julius. If you're the heroine, you'll see a ghost in the woods.

3 3

GUMDROP

Hot House Key

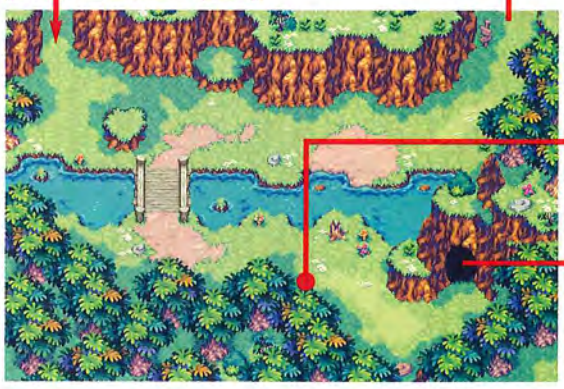
When you arrive at the lower reaches of Vinquette Vicinity, Niccolo will sell you Cactus Essence. Use it to create the hot house from a potted plant.



POTTED PLANT

MANA STATUE

SCALY LAIR Page 39

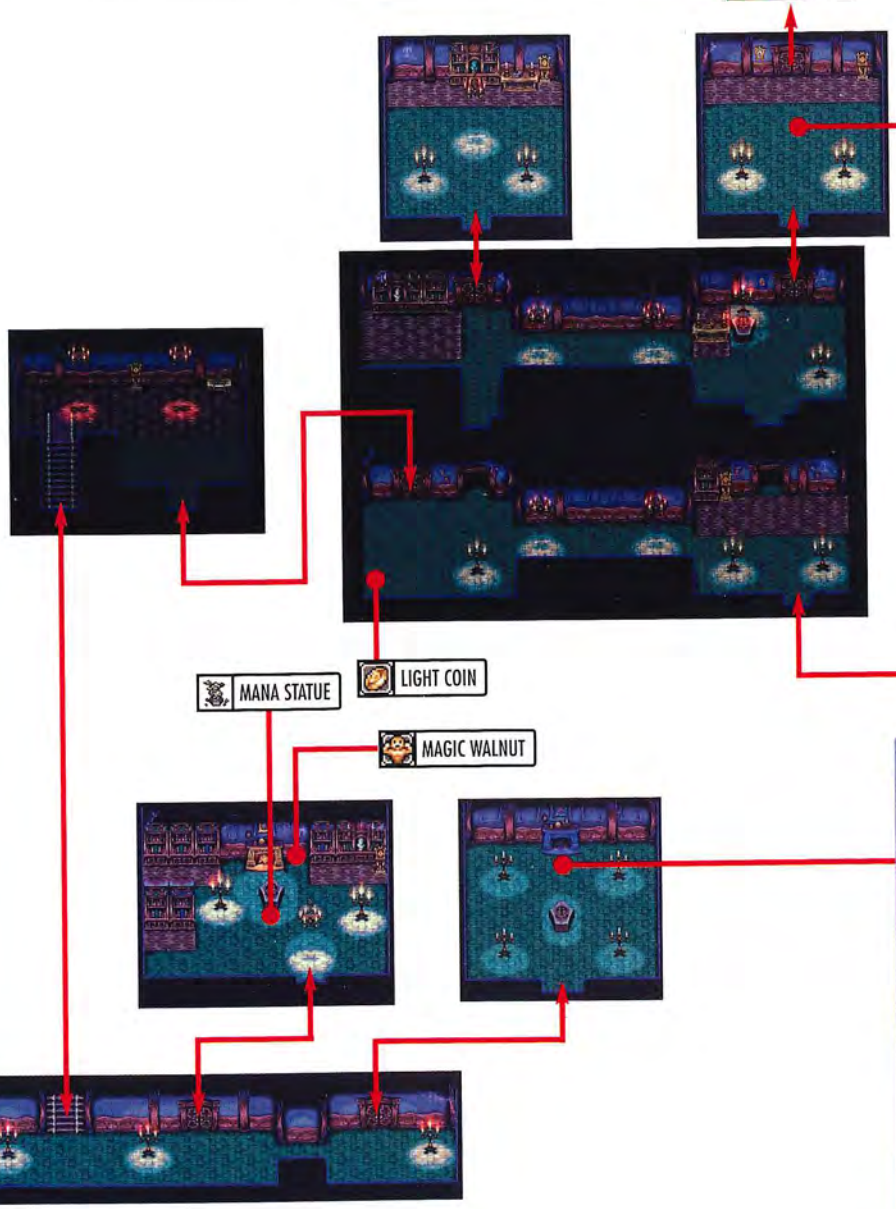


CICADA EARRINGS

ROAD TO WENDEL Page 42

Vinquette Hall

A Page 36



You're Fired

The only means that the hero will have on hand to defeat a Zonbine is Salamander's fire. Blast the undead shufflers with a flame-charged magic attack. After they're out of the way, doors will open.

7

Magic Show

By hitting the Metaball in the fireplace with an arrow, you'll free the fire spirit, Salamander, and get your first taste of magic. You can use the power of the spirit to conjure fireballs and increase the strength of your physical attacks.

6

Monster List

Name	Found
BATMO	Night
LIME SLIME	Night
SKULL BEAST	Night
ZONBINE	Night

Separate Journeys

After a restless night's sleep, the hero and heroine will separate. If you're controlling the hero, you'll journey through the passage that branches left off the foyer. If you're in charge of the heroine, you'll go to the right.

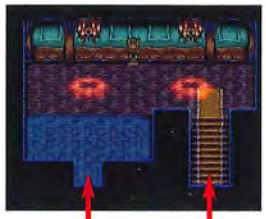
5 5

B Page 37

Insect Extermination

The critter at the north end of the mansion is invulnerable to the Wisp's attack and your physical attacks. Burn it with Salamander's flames. After the bug is gone, the door to the next area will open.

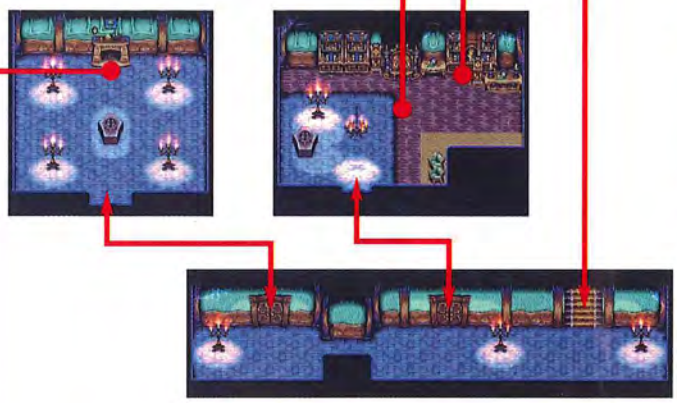
7



LIGHT COIN

MAGIC WALNUT

MANA STATUE



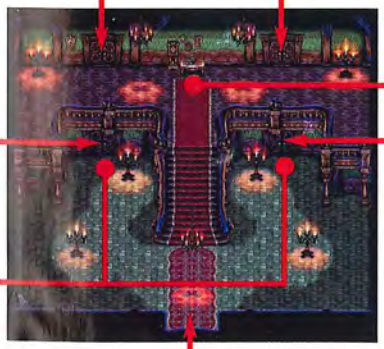
Interview Isabella

Vampires will be the main topic of your discussion with Isabella, as she knows Count Lee's origins. The permanent guest of the manor will also tell you about the blocked passage through Scaly Lair to Wendel. The key is in Marsh Cave.

4 4

ANGEL GRAIL

MANA STATUE



VINQUETTE VICINITY Page 33

Fireside Chat

A Metaball blocks the fireplace in the mansion's east wing. Hit the blockage with an arrow to free Salamander. The fire spirit will join Wisp in your spirit collection and give you the ability to power up your physical attacks.

6

Ebony Attack

After a brief meeting with Julius, you'll take on the Ebony Butler in his Hellhound form. Summon the PowerUp spell, then use your bow or sword to whittle away at the savage servant.

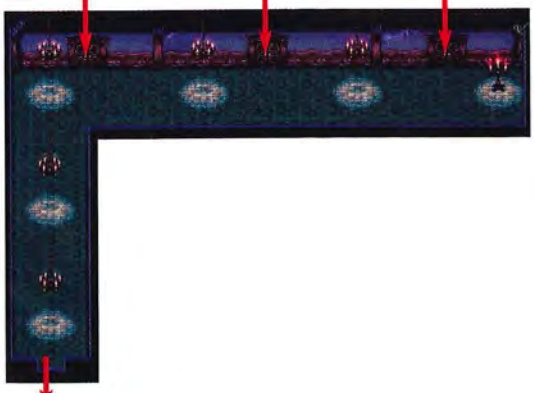
8

Boss: Count Lee

STATUS	
HP	130
POW	17
DEF	10
INT	16
MND	14
AGI	11
EXP	10
LV	45

Your confrontation with the vampire will be your toughest battle to date. The hero has the advantage. If you're the heroine, press Select to switch control to the hero. Select the sword and hit the count in the back. When he turns into a cloud of bats, run away, then gear up for another attack.

9 9



A Page 34

Monster List

Name	Found
BATMO	Night
LIME SLIME	Night
SKULL BEAST	Night
ZONBINE	Night

Ivory Power

After you discover the contents of the coffins in the heart of Vinquette Hall, you'll fight the Ivory Butler in Hellhound form. Hit the beast with powered-up bows from the other side of a coffin.

8

MANA STATUE

B Page 35

Chapter 3

Before they can reach Wendel, the hero and heroine must unleash a spirit in Marsh Cave and survive the dangers of Scaly Lair.

The Hero and Heroine's Path

Scaly Lair

Page 39

PARTNER OR WEAPON SPIRIT

Marsh Cave

Page 40

With the oddities of Vinquette Hall behind them, the hero and heroine take off together for Wendel. The path is blocked by a stone seal. To break the seal, the adventurers will need another spirit—one that resides in Marsh Cave. The journey through the cave is long and harsh, but a new weapon—the flail—helps the heroic pair reach the end. The Marsh Cave excursion concludes with a battle versus Hydra, a two-headed dragon.

PARTNER OR WEAPON SPIRIT

Scaly Lair

Page 39

Scaly Lair is a maze of winding paths, woods and water. After searching high and low, the hero and heroine find a spring where they bring life back to Undine, a water spirit and former prisoner of Hydra. The spirit will provide the magic needed to break through the stone seal on the Road to Wendel.

PARTNER OR WEAPON SPIRIT

Road to Wendel & Wendel Coast

Page 42

A short run through an Iffish-populated cave, where the prizes include Animal Bone and Menos Bronze, leads the adventurers to a battle on the beach. Pincher Crabs, Duck GIs, Needlebeaks and more Iffish are the catch of the day.

PARTNER OR WEAPON SPIRIT

Town of Wendel

Page 44

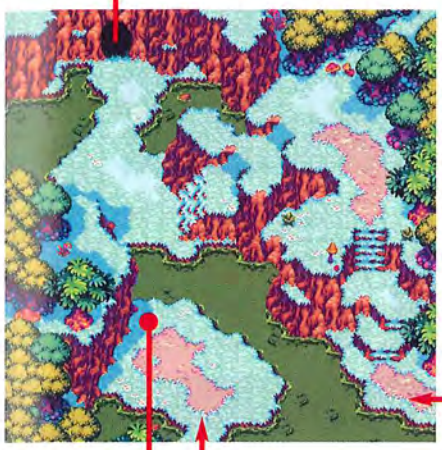
Finally, Wendel! After a rough journey through the world's northern reaches, the pair makes it to the home of Cibba the sage, the teacher of the Gemma Knights. The buzz in town is all about Dark Lord and his grip on Granz Realm. After conversations with the townspeople and meetings with Watts and Devius, the pair goes to Wendel Cathedral where they talk to Cibba and Sir Bogard.

PARTNER OR WEAPON SPIRIT

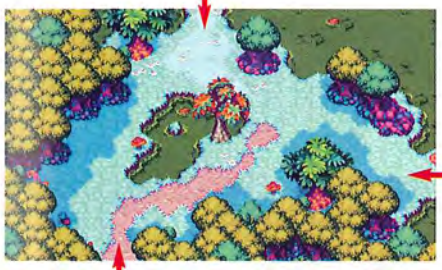
CHAPTER 4 Page 46

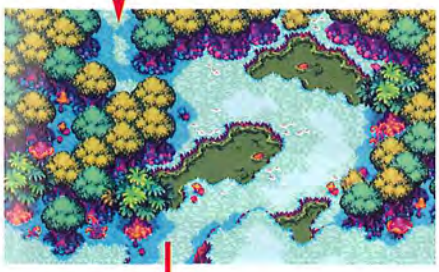
Scaly Lair

MARSH CAVE Page 40



ANGEL GRAIL



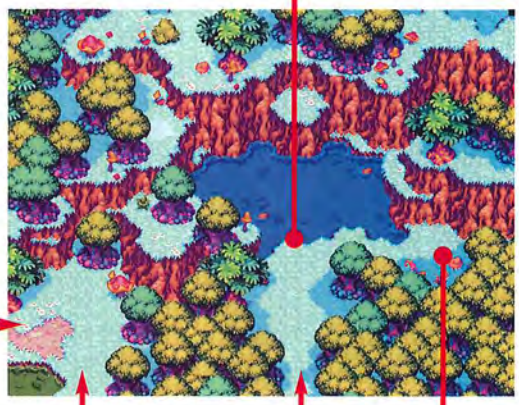


VINQUETTE VICINITY Page 33

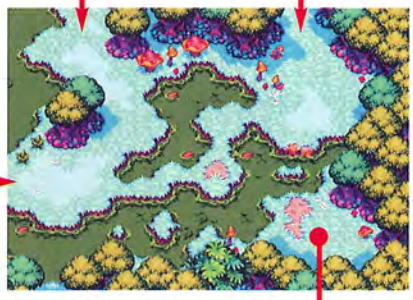
Water Recovery

Following your fight with Hydra in the Marsh Cave, you'll collect an ailing Undine, the water spirit. Take her to the healing spring near the Mana Statue in Scaly Lair. She'll recover in an instant and add two spells to your repertoire.

4 4



MANA STATUE



MENOS BRONZE

Monster List

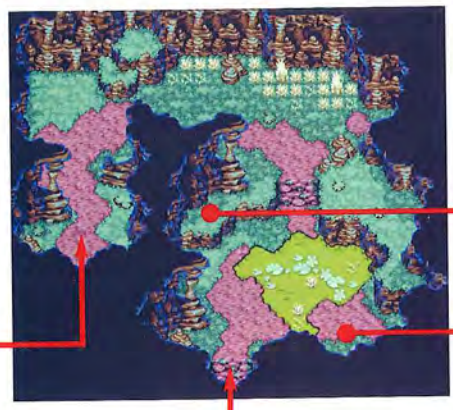
Name	Found
BEBE	Day/Night
DEATH FLORA	Day/Night
LIZARDON	Day/Night
NEEDLEBEAK	Day/Night
TONPOLE	Day/Night

Marsh Cave

Fire Power

A stone seal sits on the other side of the marsh water. Equip your character with a weapon that gives you a far-reaching magic attack (anything but the sword) and hit the seal with the Salamander spell. After the stone melts, a lily pad bridge will pop up.

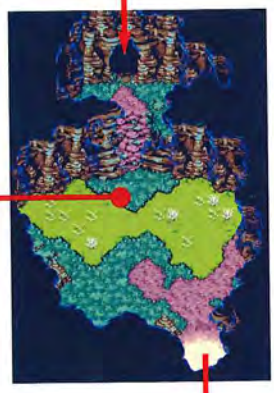
1 1

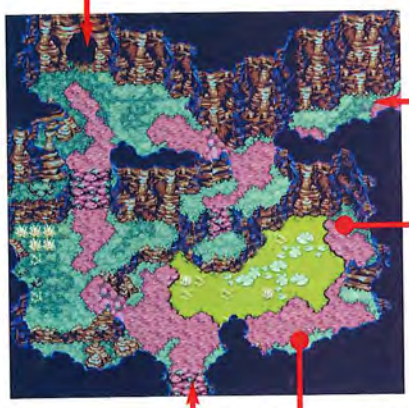


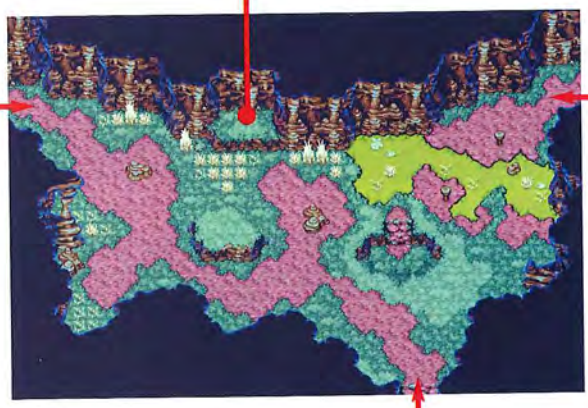
ANGEL GRAIL

SMALL SEED

OBLONG SEED

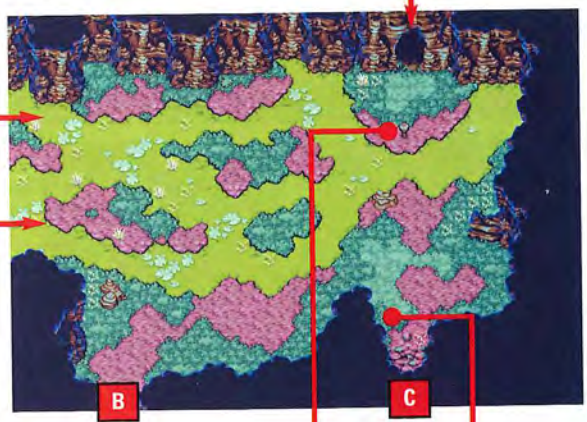






SCALY LAIR Page 39

ANGEL GRAIL OAK WOOD



A B C

Switch and Slash

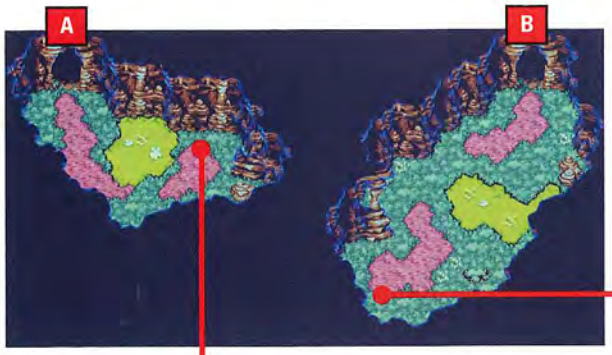
The Metaball on the western shore is a Slash-trait blockade. You'll need the hero's sword to break it. If you're controlling the heroine, switch to the hero.

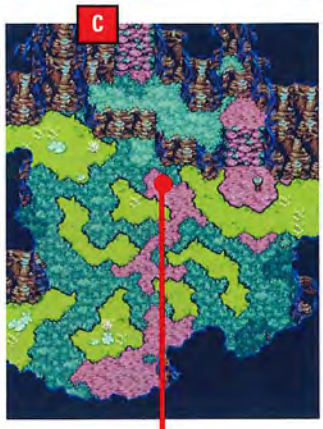
Pull the Posts

Using the flail, you'll be able to dispatch the cave's Land Leaches and Lime Slimes quickly and cross green-water gaps. When you hit posts with the flail, you'll take to the air.

Land Slide

Once you reach the entrance to the south-central cove, your character will slip and fall off a ledge, into the cove. You'll have to collect the flail in the cove to exit.

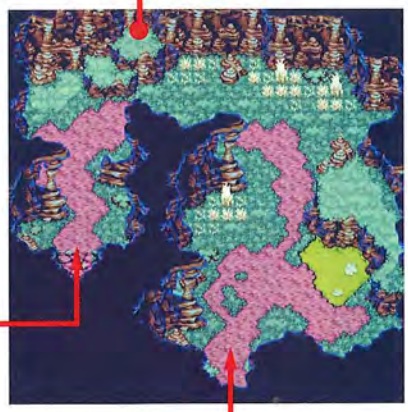




CROOKED SEED

LONG SEED

ANGEL GRAIL

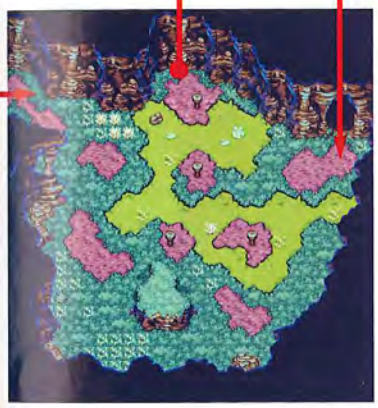


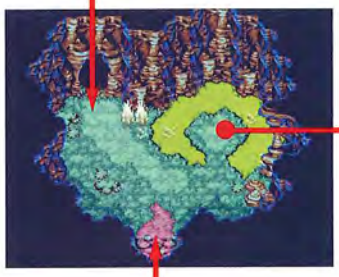
Fight for the Flail

Use the Salamander's PowerUp spell to pump up your physical attacks and swing away at the flock of Duck GIs and Lizardons. The last enemy will leave the flail. By using the item to hook on to posts, you can fly across gaps.

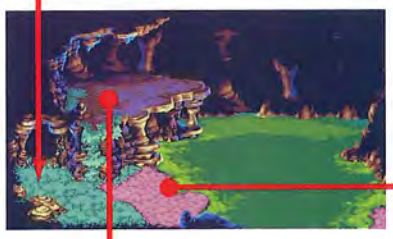
2 2

GUMDROP





MANA STATUE



MOON MIRROR

Monster List

Name	Found
DEATH FLORA	Night
DUCK GI	Day/Night
LAND LEECH	Night
LIZARDON	Day
LIME SLIME	Day/Night
TONPOLE	Day

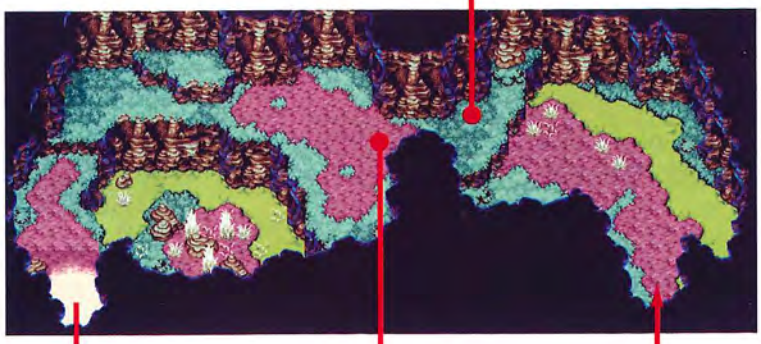
Boss: Hydra

STATUS	
HP	170+170
POW	19
DEF	9
INT	18
MND	16
AGI	10
EXP	15
LV	52

After you collect the Moon Mirror, you'll face the serpent, Hydra. If your character is stronger with physical attacks than magic attacks, hit the dragon's heads with powered-up arrows. If magic is your character's specialty, use the Salamander spell with the bow equipped.

3 3

Road to Wendel & Wendel Coast

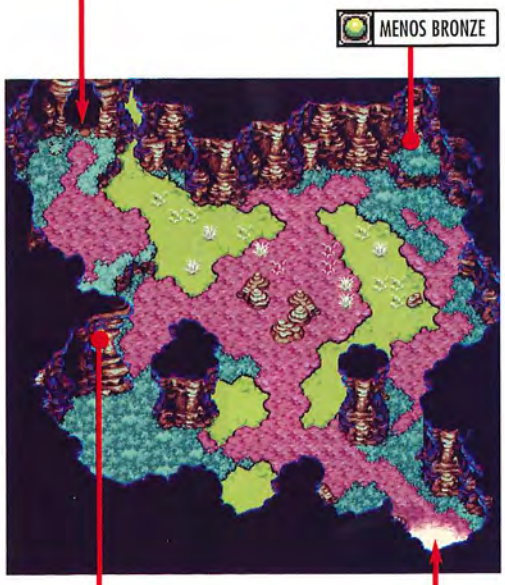


VINQUETTE VICINITY Page 33

Sever the Seal

The stone seal on the Road to Wendel will hit you with damaging magic if you get close to it. Equip your character with a weapon that is associated with far-reaching magic (the bow, flail or staff) and melt the seal with the Undine spell.

5 5



Monster List

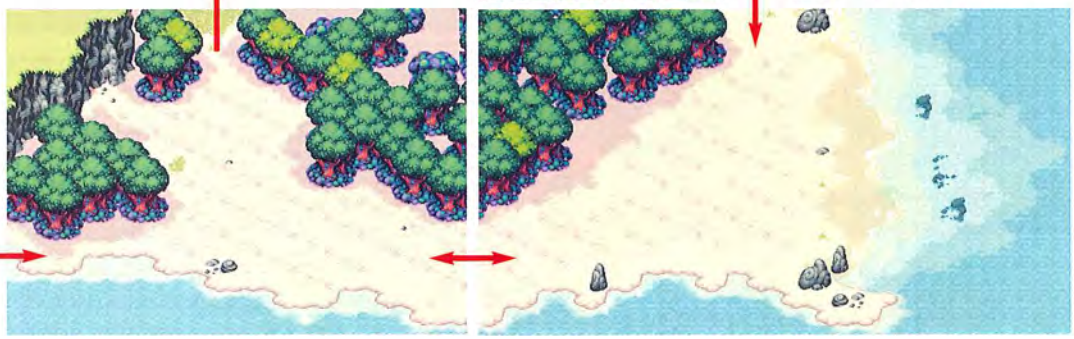
Name	Found
DUCK GI	Day
IFFISH	Day/Night
LAND LEECH	Day/Night
NEEDLEBEAK	Day
PINCHER CRAB	Day/Night

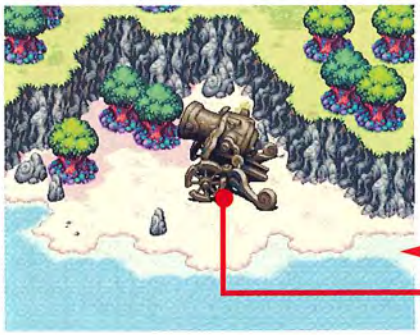
OAK WOOD

LOW-TIDE TREASURE

The small piece of land off the coast is accessible at night, when the tide is at its lowest. Cross the sandbar to an Oak Wood-carrying treasure chest.

TOWN OF WENDEL Page 44





COASTAL CANNON

On your first visit to the Wendel Coast, the cannon in the southwestern corner won't be of any use to you. Come back once you can travel by air.

Town of Wendel

Quest Small Crime

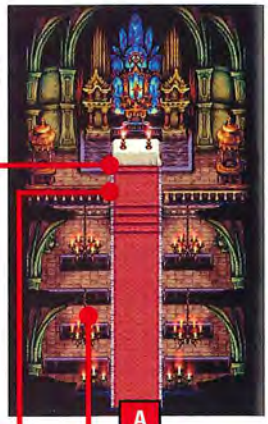
Returning to Wendel after the initial events with Cibba, you'll witness a robbery outside the cathedral at night. Catch the thief in three different places (shown below) to get the keepsake pendant. After you return it to its owner you'll get the Tiny Tapper.

1ST	NEAR THE BLACKSMITH (NIGHT)
2ND	GENERAL STORE
3RD	NEAR THE BLACKSMITH (MORNING)

Wendel Split

A long story sequence, which is different depending on which character you control, will play out after you enter Wendel Cathedral. It will end with the characters going their own ways.

8 9



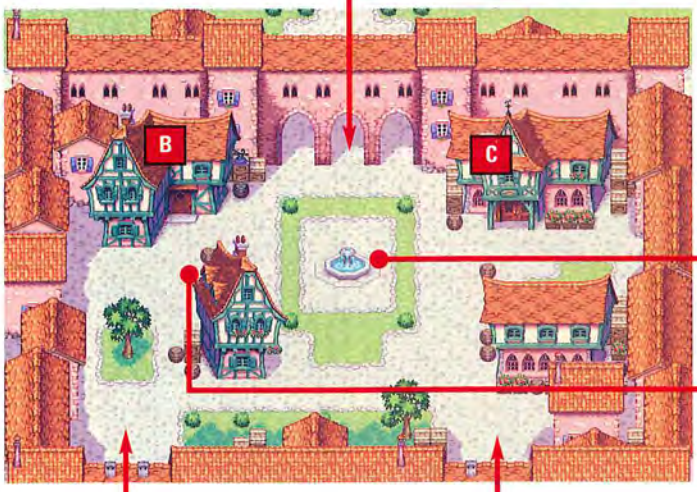
Wisp Release

The heroine starts her adventure with a Wisp spirit in hand. The hero will get his first Wisp on his second visit to Wendel Cathedral.

10

Quest Contribution

After services resume at Wendel Cathedral, return to town and give 10 Chocolumps to a parishioner. You'll get a piece of Dudbears' Gold in return.



Music Appreciation

Minstrel Lester sings a song to a warm reception in the town square. You'll speak to him after the piece to learn about the power of music and its connection to the struggle against Dark Lord.

6 6

Popoi's Notes No. 19 and No. 20

You'll find a man asleep behind the building near the square's southwest corner. Talk to him to get lessons on weapon tempering and forging.

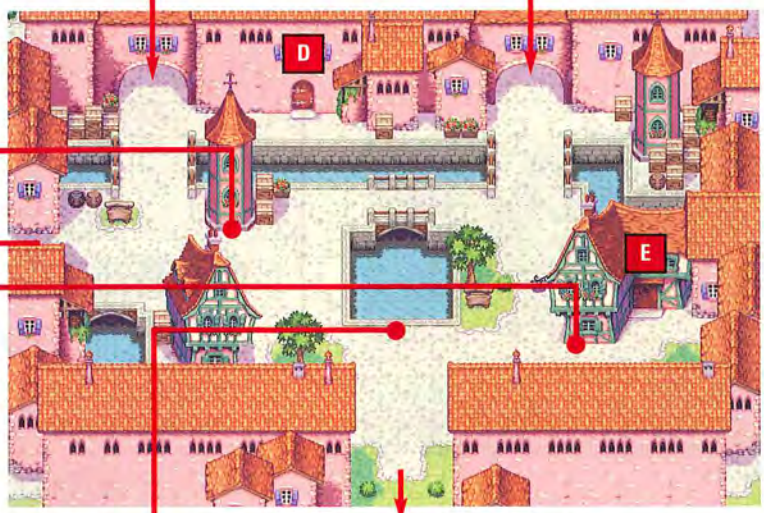
Popoi's Notes No. 3

A gentleman in town will give you details on weapon skill levels that you will be able to revisit at any time by reading the notebook.

MUSHBOOM FOREST Page 47

Popoi's Notes No. 4

A boy in the southeast corner of the town will tell you about filling your Deathblow gauge and pulling off a big attack.



OBLONG SEED

MANA STATUES

WENDEL COAST Page 43

Watts's Sickle

If you're playing as the heroine, your first visit to the blacksmith shop will trigger a visit from Watts. He'll give you the sickle, the heroine's first Slash-trait weapon.

8

Devius Discussion

At the inn, you'll find the gray-haired man who was standing by Lester, the minstrel. The man, Devius, will tell you about Lord Granz's ability to repel Vandole using his voice. Minstrels have power that Dark Lord fears.

7 7

Quest Blacksmith Barbeque

Blacksmith Navali will strike up a conversation about barbequed newt. If he sees that you have one, he'll tell you about a former blacksmith who trod off to Menos.

INN 200 LUCRE

Walk, Talk, Release

After you speak to Amanda in Medusa's room, Medusa will run off to the Altar of Time, knocking over her maids as she exits. Get a key from one of the maids, unlock the bird cage to release Lester (in bird form) then, head for the altar with Amanda.

9

Quest Cutting-Edge Quest

A girl, Emerilie, has loaned her silver knife to Dofar, the dwarf. After you speak to her, learn about Dofar from the blacksmiths, then look for him upstairs at the inn. He'll give the knife to you.

Quest Sword Reward

Wandering swordsman Vega will ask you for the Glittering Sword, offering 100 lucre in exchange. You can obtain the sword if you defeat enough Pincher Crabs on Wendel Coast.

GENERAL STORE

ITEMS	PRICE
GUMDROP	10
CHOCOLUMP	40
MAGIC WALNUT	45
PRESTOVEGGIE	15
STARDUST HERB	20
ANGEL GRAIL	50
BB RING	100
JEM RING	100
CICADA EARRINGS	100
QUARTZ RING	100
COBRA EARRINGS	100

Quest Lead a Soldier to Followers

At day, a man dressed as a soldier will tell you that he's looking for Mana followers. At night, you'll find two followers in the house at point D on the map. Bring the soldier to them for a reward.

Quest Conversation Newt

If you collected the barbequed newt from Luke in Topple, an elderly woman in Wendel will remark on the newt and send you to talk to Navali at the blacksmith's shop.

Quest Mask Man

The man in the corner of the store, Denton, will ask you to find the Black Mask for him. Once you bring the mask to him, negotiate for his top reward—three Dudbears' Gold coins.

Quest Paper Trail

Talk to Dohmi at the general store for a job. He'll ask you to distribute leaflets that advertise his business. By touring the town at all times of the day, you'll find 15 citizens who will take the ads.

Chapter 4

Kidnapped by Dark Lord, the heroine finds herself captive on an airship while the hero goes underground with Watts.

The Hero's Path

Mushboom Forest Page 47

PARTNER | WEAPON | SPIRIT

Dwarf Cave Page 47

As the hero heads due west from Wendel, via Mushboom Forest, a group of dwarves instructs him to continue his journey with Watts in the abandoned mine.

PARTNER | WEAPON | SPIRIT

Abandoned Mine Page 48

On his visit to the abandoned mine with Watts, the hero finds a deposit of Mythril, the key to entering Gaia Cave. He also discovers a new Slash-trait weapon, the sickle.

PARTNER | WEAPON | SPIRIT

Gaia Cave Page 50

Mythril from the abandoned mine gives the hero passage into Gaia Cave, where Eye Spys and Insectaurs wait to whittle away at adventurers. An earth spirit also waits among the rocks.

PARTNER | WEAPON | SPIRIT

Lake Vicinity Page 51

PARTNER | WEAPON | SPIRIT

Airship Page 52

The hero catches up to Dark Lord's airship during an unscheduled stop at Westlake. After a quick search, he finds the heroine, collects her pendant, then falls to the ground.

PARTNER | WEAPON | SPIRIT

CHAPTER 5 Page 56

The Heroine's Path

Airship South Room Page 53

The heroine meets Marley in Lady Granz's quarters and asks the wise woman about people and events. Then the heroine looks for a way off the airship.

PARTNER | WEAPON | SPIRIT

Airship North Room Page 53

After sneaking out of her cell, the heroine finds a place where Dark Lord and Isabella are exchanging words. Isabella and the heroine learn about Dark Lord's origins.

PARTNER | WEAPON | SPIRIT

Airship Main Cabin Page 54

Following more revelations about Dark Lord, Julius and the Mavoles' desire to protect women of the Mana clan, the heroine meets up with Sir Bogard. Together, they battle the airship's guards.

PARTNER | WEAPON | SPIRIT

Control Room Page 54

The heroine and Sir Bogard fight to the airship's control room, collect a key, and uncover an earth spirit. One last emergency landing gives the adventurers an exit.

PARTNER | WEAPON | SPIRIT

Menos Outskirts Page 55

PARTNER | WEAPON | SPIRIT

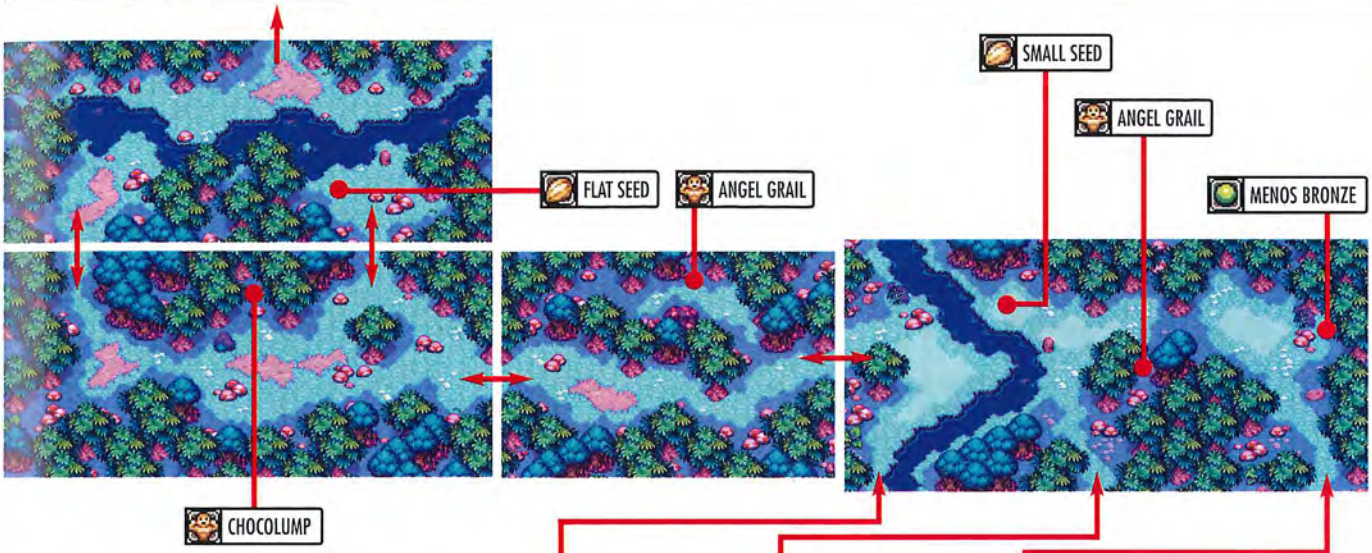
CHAPTER 5 Page 56

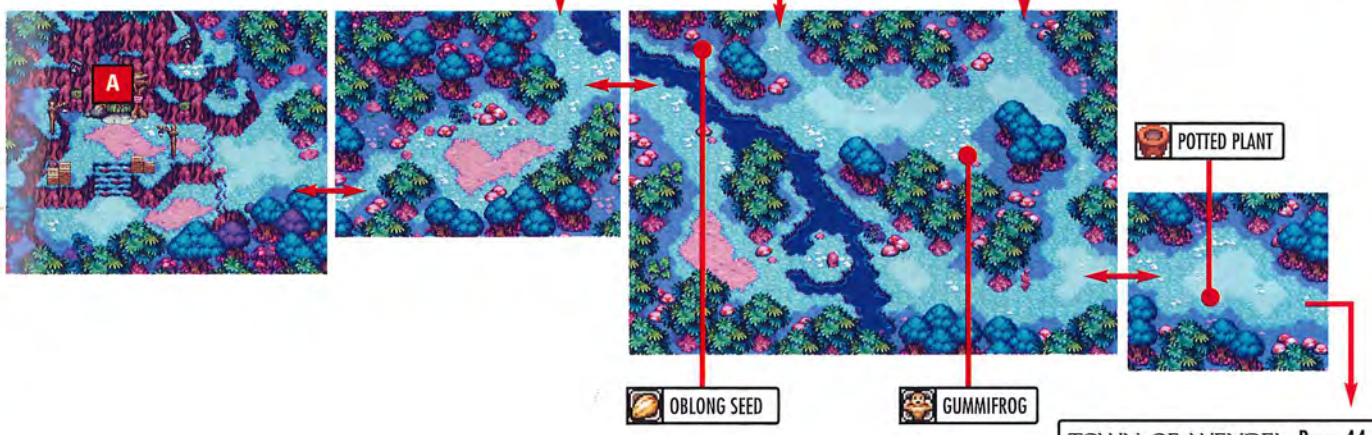
Mushboom Forest & Dwarf Cave

Mushboom Surprise

Mushbooms are indistinguishable from the red-and-white caps on the ground until you get close to them. As soon as one of the little critters pops up, step back to avoid its cap attack, then move in and swing a Slash-trait weapon.

ABANDONED MINE Page 48





TOWN OF WENDEL Page 44

Capo's Request

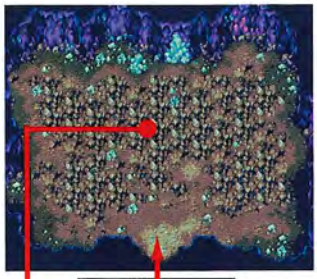
Talk to Capo, the red-helmeted dwarf, when you reach the Dwarf Cave interior. After a short discussion about Gaia Cave and Mythril, he'll ask you to join Watts in the abandoned mine.

1

Monster List

Name	Found
MUSHBOOM	Day/Night

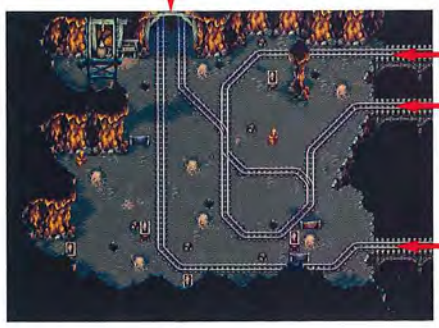
Abandoned Mine

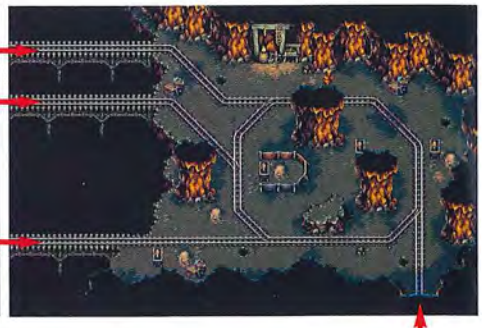


MANA STATUE

CHOCOLUMP

MENOS BRONZE





Boss: Ankheg's Servant

STATUS	
HP	300
POW	26
DEF	12
INT	25
MND	14
AGI	15
EXP	35
LV	67

A segmented creature will emerge near the Mythril deposits. Stay away from the creature when it is stationary to avoid being drawn toward it, then swing at the beast's segments with a Slash-trait weapon as it crawls past you. You'll be able to score several hits with each pass.

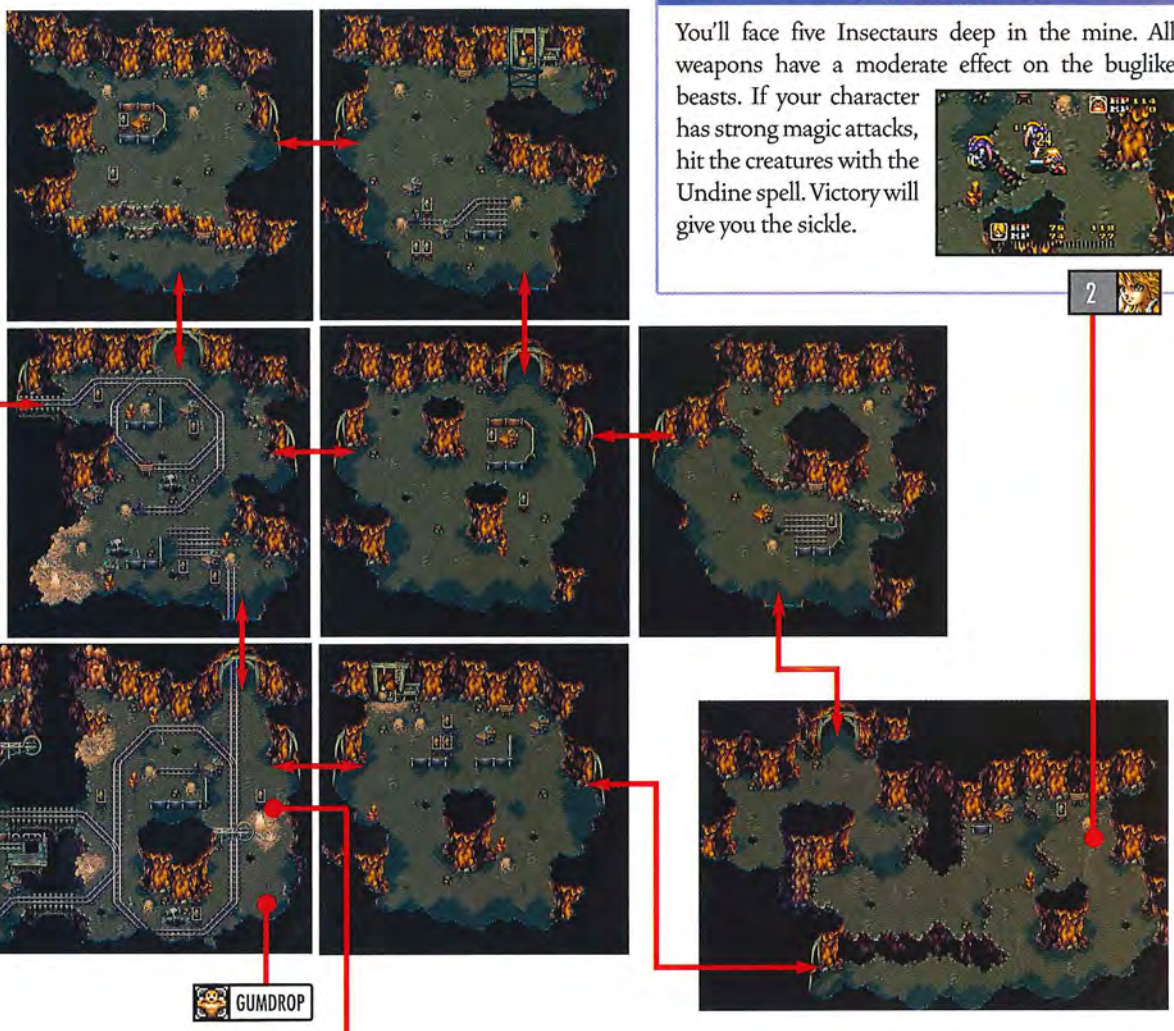
3

MANA STATUE

GAIA CAVE Page 50

BIG SEED

MUSHBOOM FOREST Page 47



Insectaur Sickle

You'll face five Insectaurs deep in the mine. All weapons have a moderate effect on the buglike beasts. If your character has strong magic attacks, hit the creatures with the Undine spell. Victory will give you the sickle.

Jump and Roll

The only way to explore the depths of the abandoned mine is by mine cart. As soon as you hop onto a cart, it will take off. You can hop off the cart after it comes to a complete stop.

Track Trick

The mine-cart tracks are set to make short loops around scattered sections of the mine. You must hit the track switches to break out of the loops. Face each switch as you approach it, then hit it with a wide swipe of your sword.

Monster List

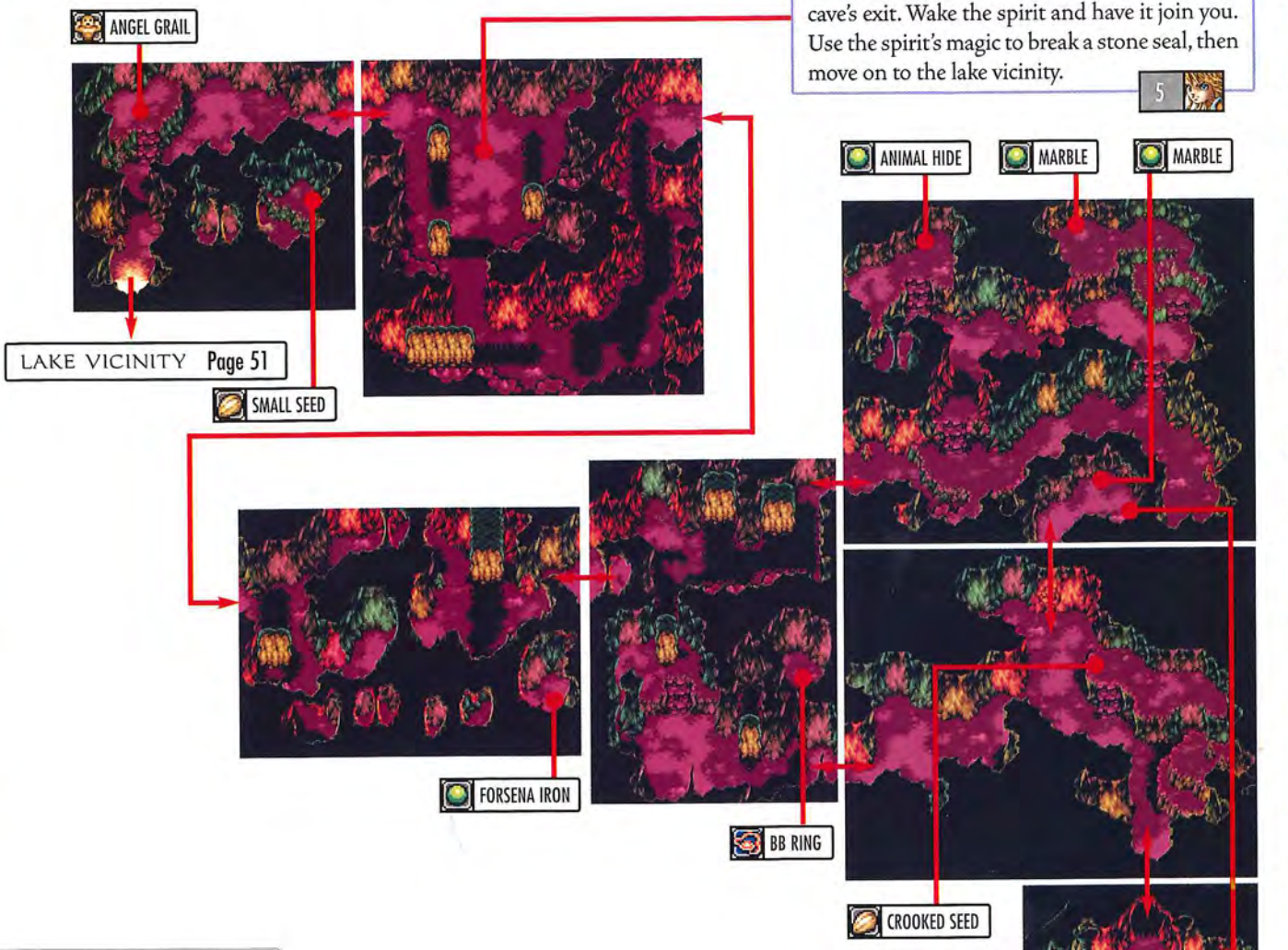
Name	Found
BLOOD OWL	Night
INSECTAUR	Day/Night
LOCUD	Day
MUSHBOOM	Day/Night
MOLEBEAR	Day/Night

Gaia Cave

The Gnome's Home

The earth spirit, Gnome, slumbers near the cave's exit. Wake the spirit and have it join you. Use the spirit's magic to break a stone seal, then move on to the lake vicinity.

5



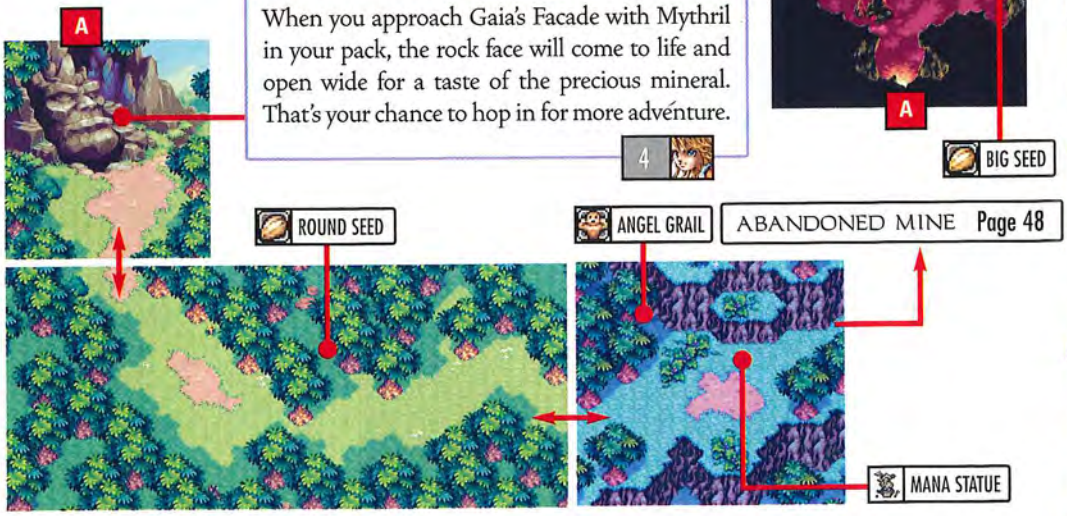
Monster List

Name	Found
BLOOD OWL	Night
EYE SPY	Day/Night
INSECTAUR	Day/Night
LIGHT CYCLOPS	Day
LOCUD	Day
MOLEBEAR	Day/Night
MUSHBOOM	Day/Night

Rock Eats Rock

When you approach Gaia's Facade with Mythril in your pack, the rock face will come to life and open wide for a taste of the precious mineral. That's your chance to hop in for more adventure.

4



Lake Vicinity

Airship Attack

Enemies guard the airship entrance. Use the NPC Setting option to make Cibba attack the beasts aggressively and follow his lead. After the fight is over, you'll earn your first Bash-trait weapon, the Knucks.

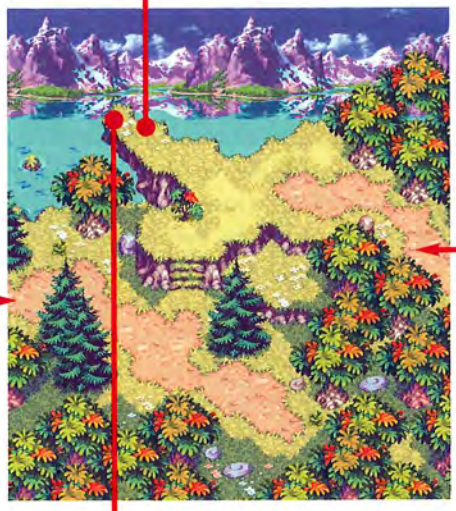
7

Monster List

Name	Found
GRANZ ARCHER	Day/Night
GRANZ SOLDIER	Day/Night
WEREWOLF	Day/Night

AIRSHIP Page 52

SPINY SEED



GAIA CAVE Page 50

MANA STATUE

Peninsula Prize

Step out onto the end of the peninsula to collect a Water Geode. You can use the item in Lorimar Castle to collect another water spirit.

Meet the Master

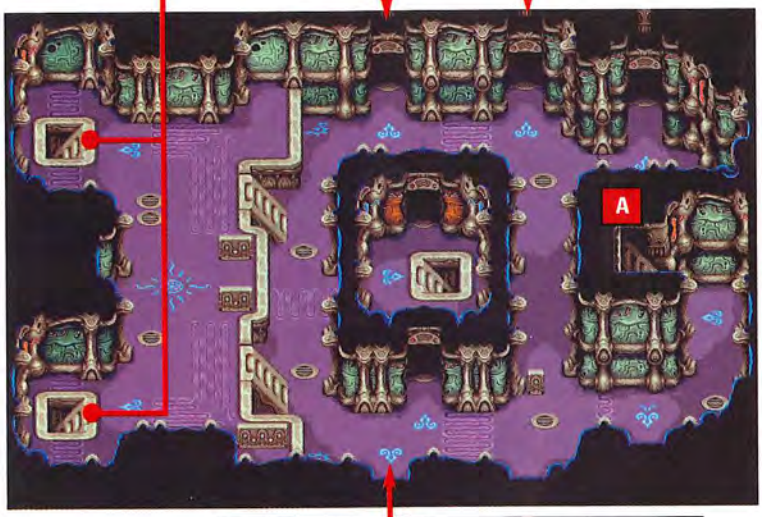
After you exit Gaia Cave, you'll speak to Cibba about the struggle at hand. He'll tell you that the airship that holds the heroine is landing at Westlake, then he'll join your party.

6

Airship (the Hero's Path)

No Entry for the Hero

If you play the game as the heroine, you'll be able to explore parts of the airship that you can't access as the hero. When you're playing as the hero, the western stairwells will be locked.



MANA STATUE

Up and Away

As soon as you enter the airship, it will lift off for points unknown. You'll have no option but to forge ahead, fight Dark Lord's soldiers and find the heroine. Save your progress at the Mana statue before you move on.

ANIMAL HIDE

GUMDROP

A Fight and a Fall

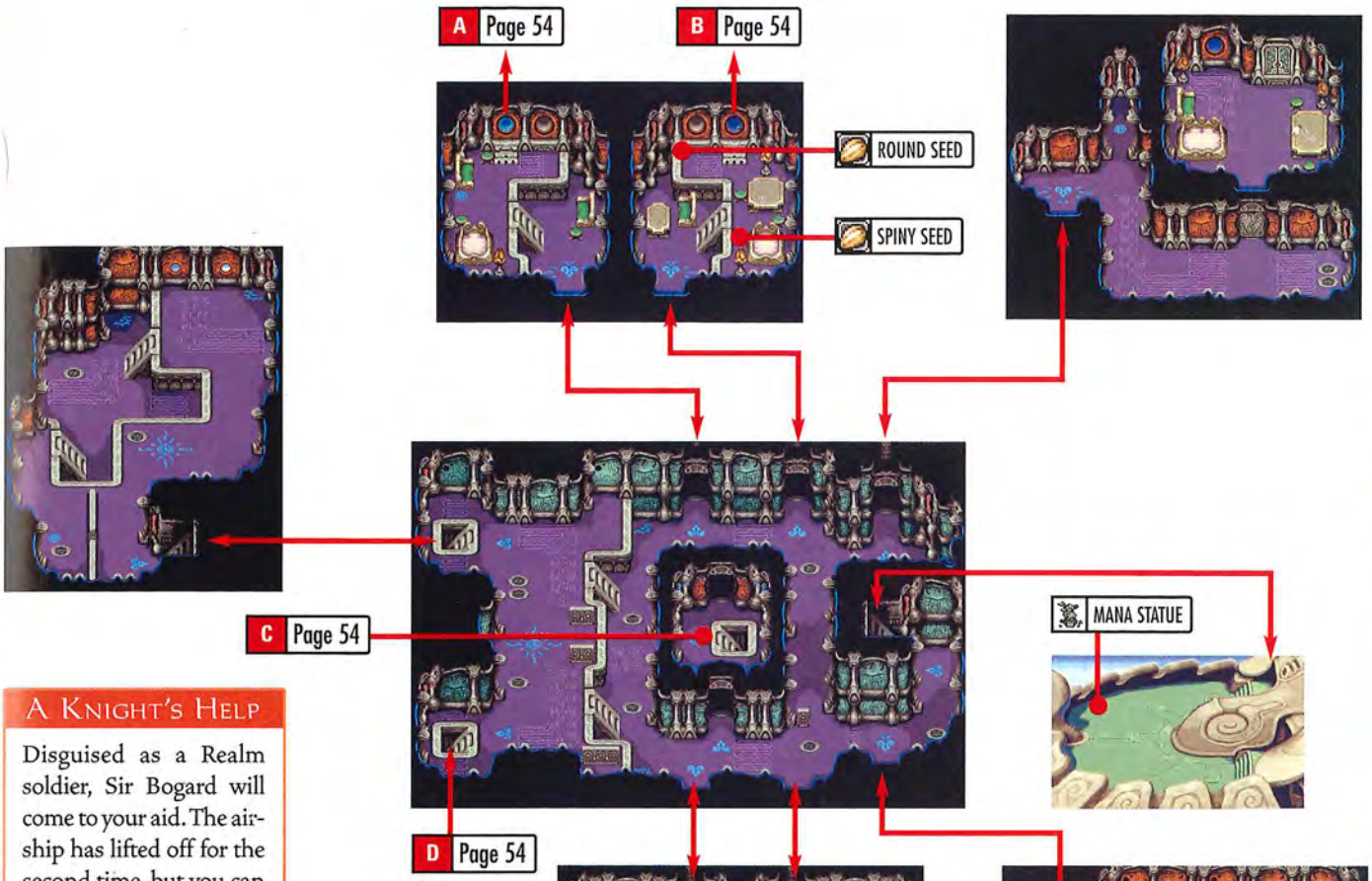
A daring walk along the outside of the airship will lead to a room where Julius is confronting the heroine. Cibba will attack Julius with strong magic. The heroine will throw her pendant to the hero before he falls.

8

Monster List

Name	Found
EYE SPY	Day/Night
IMP	Day/Night

Airship (the Heroine's Path)



A Knight's Help

Disguised as a Realm soldier, Sir Bogard will come to your aid. The airship has lifted off for the second time, but you can bring it down again with Bogard's help. Together, you'll take on every soldier in the ship.

2

Getaway Clue

A long story sequence that includes conversations with a well-informed servant, Marley, will reveal much about the people of Granz Realm. After the conversation, search for a way out of your cell.

Read Lady Granz's diary (the green book), talk to Marley then consult the diary again. You'll learn of a secret exit in the room.

1

Airship (the Heroine's Path cont.)

Reactor Attack

After you reach the reactor, a guardian will pop up from the floor. Let Bogard take care of the beast. Following your victory, an earth spirit, Gnome, will appear from the reactor and the airship will crash-land.

5

GUMDROP

OAK WOOD

MANA STATUE

Key Quest

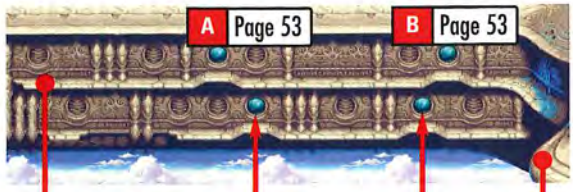
The door to the control room is locked. After defeating all of the guards in the rest of the airship, you'll earn the key. Switch control to Bogard and slice through the enemies using the Gemma Knight's sword.

4

Knucks Collection

Soldiers in armor and guardians that look like wolves populate the airship's central chamber. After defeating all of the guards and guardians, you'll earn the Knucks, a Bash-trait weapon.

3



A Page 53

B Page 53

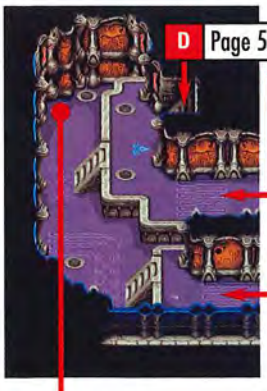
MAGIC WALNUT

SULTAN SILK

MAGIC WALNUT

C Page 53

CHOCOLUMP



D Page 53

GUMMIFROG

ANGEL GRAIL

MAGIC WALNUT

FISH SCALE

Monster List

Name	Found
CURSED DOLL	Day/Night
EYE SPY	Day/Night
IMP	Day/Night
GRANZ ARCHER	Day/Night
GRANZ SOLDIER	Day/Night
WEREWOLF	Day/Night

Menos Outskirts

Monster List

Name	Found
IMP	Night
RABILLION	Day/Night

Back to Earth

With the airship in ruins and the fate of Dark Lord unknown, you'll find yourself outside of Menos Village. Your new mission will be to seek out the hero and recover the pendant.

6

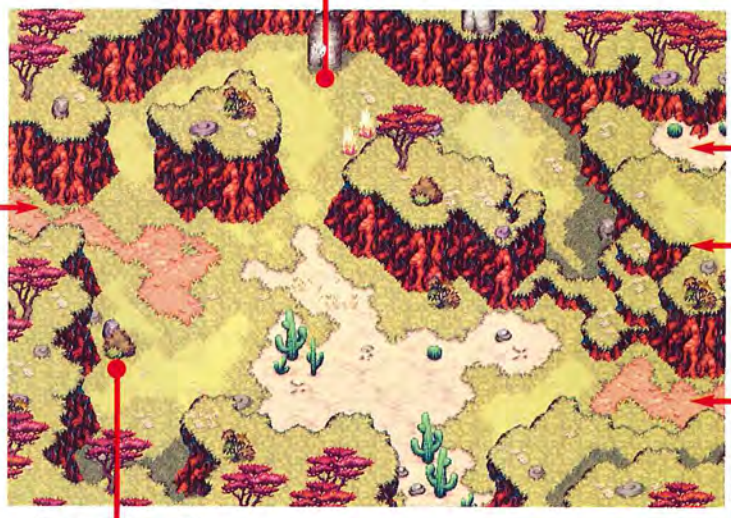
Dark Geode

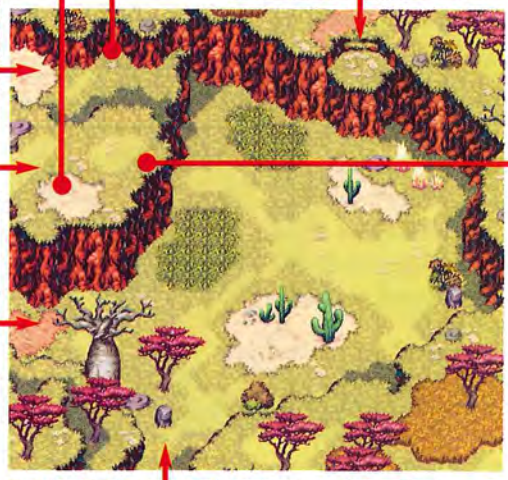
You can reach the plateau from the west. Search for a Dark Geode in the middle of the plateau's bare patch of land. You can use the magical mineral to collect a dark spirit in Lorimar Castle.

FORSENA IRON

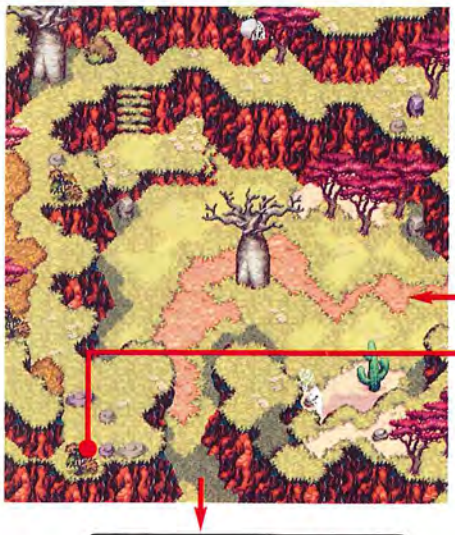
FLAT SEED

LONG SEED

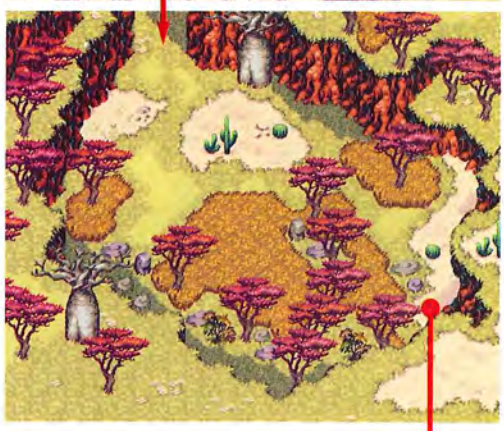




BAOBAB WOOD



FORSENA IRON



MENOS BRONZE

MENOS VILLAGE Page 57

Chapter 5

The hero and heroine reunite in Menos Village, but their paths split again for separate adventures into the Jadd Desert.

The Hero's Path

Menos Village — Page 57

The hero's long drop caused severe injuries. His friend, Amanda, sees to his condition. To get the medicine needed for the hero's recovery, she must make a trade with Lord Devius.

PARTNER | WEAPON | SPIRIT

Prickly Desert — Page 59

PARTNER | WEAPON | SPIRIT

Town of Jadd & Devius Manor — Pages 60, 66

Jadd is a big town with a lot of activity. The hero talks to the people of the town, completes some side quests, then learns of a plot involving Medusa in Jadd Desert while exploring Devius Manor.

PARTNER | WEAPON | SPIRIT

Jadd Desert — Page 62

When Medusa escapes Devius Manor and heads for the Altar of Time, the hero follows her. The battle through Jadd Desert's dune maze is a challenge, but the hero is up to the task.

PARTNER | WEAPON | SPIRIT

Devius Manor — Page 66

The battle in Jadd Desert behind him, the hero returns to Devius Manor to settle a score. The story is unfolding and the hero's quest is becoming clearer.

PARTNER | WEAPON | SPIRIT

CHAPTER 6 Page 70

The Heroine's Path

Menos Village — Page 57

Arriving at Menos Village, the heroine and Sir Bogard learn that the hero has been nursed back to health from his fall. However, the hero's healer, Amanda, is gone and so is the heroine's pendant.

PARTNER | WEAPON | SPIRIT

Prickly Desert — Page 59

PARTNER | WEAPON | SPIRIT

Town of Jadd & Devius Manor — Pages 60, 66

The heroine gains information and treasures in Jadd, then discovers that Medusa has turned Devius Manor's inhabitants into birds. The remedy lies in Jadd Desert.

PARTNER | WEAPON | SPIRIT

Jadd Desert — Page 62

Using all of her fighting skills, the heroine blazes a trail through Jadd Desert in search of Medusa. The journey ends with an important discovery at the Altar of Time.

PARTNER | WEAPON | SPIRIT

Devius Manor — Page 66

With Lester by her side, the heroine dusts off the sands of Jadd Desert and returns to Devius Manor. Sir Bogard is missing. The heroine will find him at the end of a dangerous path.

PARTNER | WEAPON | SPIRIT

CHAPTER 6 Page 70

Menos Village

Amanda's Secret

Amanda, a friend of the hero from the Granz Castle dungeon, found the hero after his fall and took him in. To help the hero, Amanda traded the heroine's pendant to Lord Devius for medicine. When the heroine appears, with Sir Bogard in tow, Amanda will run off to Jadd. If you're controlling the hero, your quest will be to find Amanda.

1 1

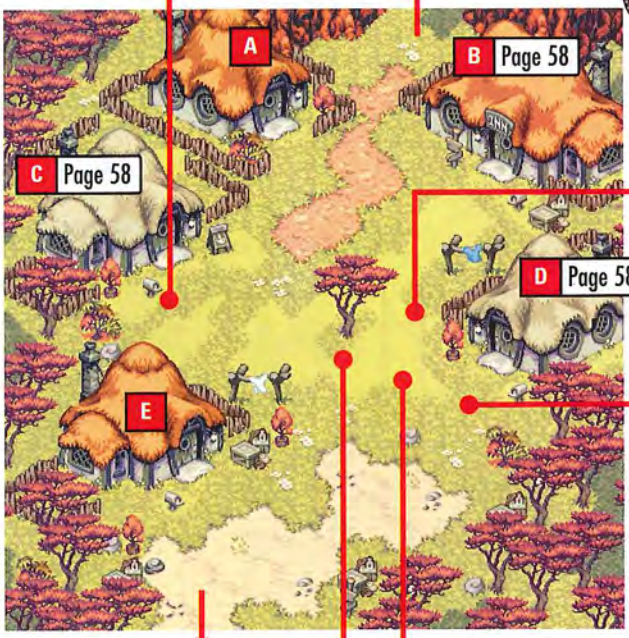
Quest: Aerolite Enthusiast

Adventurer Pancetta seeks Aerolite, a mineral that you can collect only by defeating the ultrarare cyclops creatures. If you give Aerolite to Pancetta, he'll reward you with rare raw materials.

Popoi's Notes No. 12

A girl on the west side of the town will tell you that the trajectory of your magic spells depends on the weapon that you have equipped. It's true!

MENOS OUTSKIRTS Page 55



PRICKLY DESERT Page 59

MANA STATUES

GENERAL STORE

ITEMS	PRICE
GUMDROP	10
CHOCOLUMP	40
MAGIC WALNUT	45
PRESTOVEGGIE	15
STARDUST HERB	20
ANGEL GRAIL	50
WHITELIGHT RING	250
FIEND FANG	250
BANDIT EARRINGS	250
RED MOON HORN	250
D-FENCE RING	250

Popoi's Notes No. 8

A man on the east side of town tackles the subject of monster senses. You can attack monsters of certain sense types by using Mystery Items that match the senses.

Not-So-Current Events

Whether you are playing as the hero or the heroine, the woman near the Mana statue will tell you about the boy who fell to earth—nothing new to you.

Amanda's Whereabouts

Speak to the boy near the Mana Statue to learn about Amanda's destination. If you're the hero, you'll be ready to look for Amanda after conversations with villagers and a return to Amanda's home.

Menos Village

Quest: Coin Collector

A Granz soldier named Delmar will strike up a conversation about Spirit Coins. If you show him a complete collection of all eight coin types, Delmar will reward you with a piece of Dudbears' Gold. The table below shows which enemies leave which coins.

LIGHT COIN	DUCK GI
DARK COIN	SPECTER
MOON COIN	LOCUD
FIRE COIN	CHERRY SLIME
WATER COIN	TANPOLE
WOOD COIN	KAISER MIMIC
WIND COIN	NEEDLEBEAK
EARTH COIN	SKULL DRAKE

Quest: Rambling Believer

Tony and Johnny, a pair of Menos villagers caught up in the clash between Mana believers and Granz soldiers, will bend your ear about the subject. After soldiers take Tony away, talk to Johnny to collect a piece of Dudbears' Gold.

Quest: Dark Deed

A reformed thief, Toma, stands in a corner. After you speak to him four times, he'll tell you that he stole the Black Mask from Dudbears, hand it to you and ask you to return it to its owners. A Dudbear in the abandoned mine will give you one piece of Dudbears' Gold for the mask. Denton in Wendel will give you three pieces.

INN 75 LUCRE

B Page 57

C Page 57

Quest: Glittering Return

If you helped Vega in Wendel with his request for a Glittering Sword, you'll catch up with him again at the blacksmith's shop in Menos Village. His new desire is for Glittering Armor. You'll find the item by defeating Rabillions.

Popoi's Notes No. 6

If you need a refresher course on the three attack traits, check Popoi's Notebook. An old man in the inn's lobby will leave the information as one of Popoi's Notes.

Quest: Newt News

If you collected the barbecued newt in Topple and talked to two people in Wendel about a traveling newt-lover, Kralove will continue the tale and point you to Jadd.

A Brother in the Business

A Menos maiden will inform you that Amanda's brother, a minstrel, has been invited to sing in Jadd. Could the minstrel be someone you know?

Daytime Treasure

The way to the treasure chest in the northwest corner is open during the day. Shake the chest to earn Menos Bronze.

Nighttime Treasure

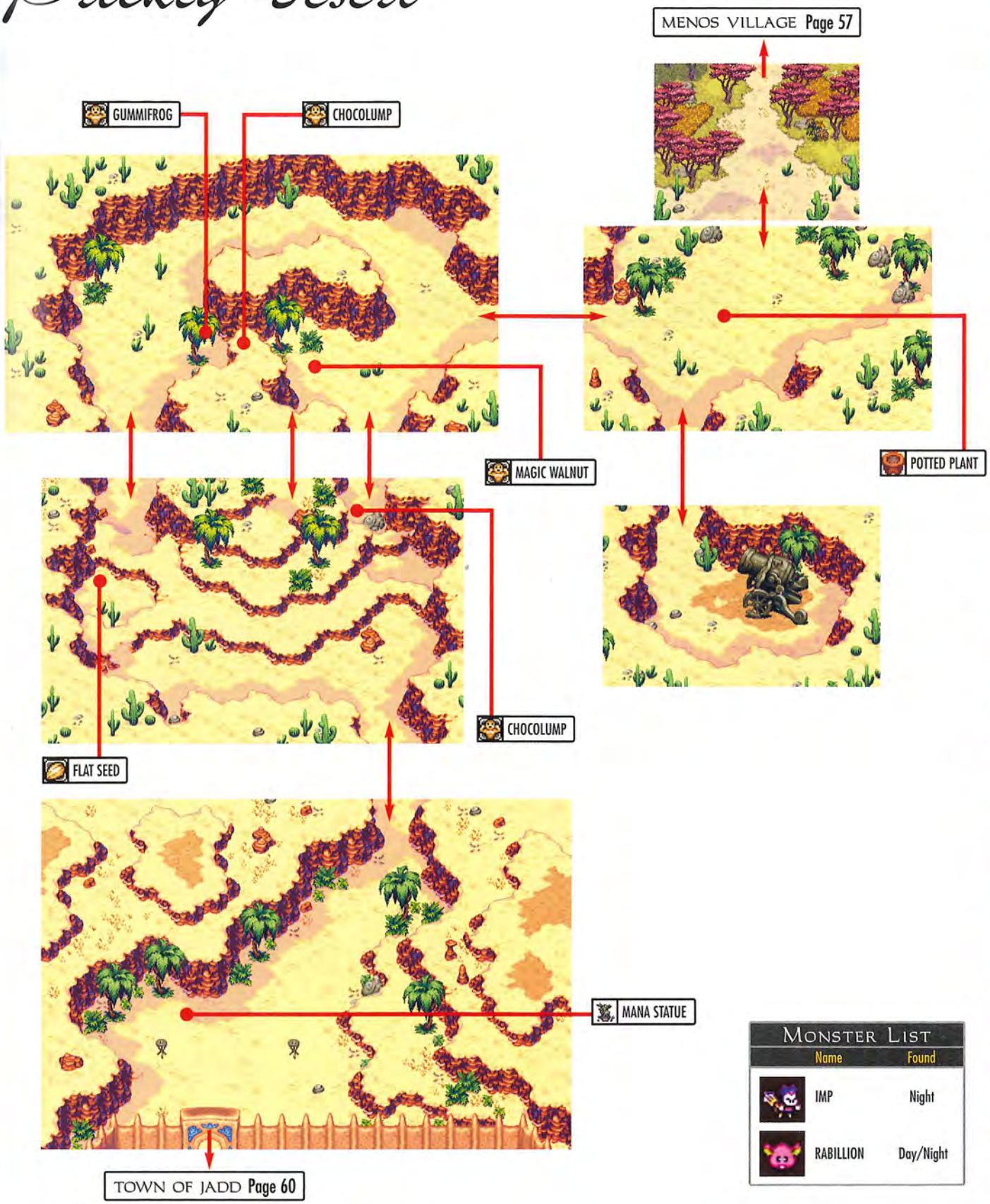
You can reach the treasure chest in the southwest corner at night. Open it to collect a Crooked Seed.

D Page 57

Quest: Rhinoloupe Return

A grandmother, Bandra, will give you a Rhinoloupe to give to her granddaughter, Priscilla, in Devius Manor. If you give the fruit to Priscilla then return to Bandra, the grandmother will reward you with three more Rhinoloupes.

Prickly Desert



Monster List

Name	Found
IMP	Night
RABILLION	Day/Night

Town of Jadd

GENERAL STORE	
ITEMS	PRICE
GUMDROP	10
CHOCOLUMP	40
MAGIC WALNUT	45
PRESTOVEGGIE	15
STARDUST HERB	20
ANGEL GRAIL	50
BLINK WEED	20
POTENT POSY	20
DREAM REED	20
WHITELIGHT RING	250
FIEND FANG	250
BANDIT EARRINGS	250
RED MOON HORN	250
D-FENCE RING	250

Quest The Barbeque Trail

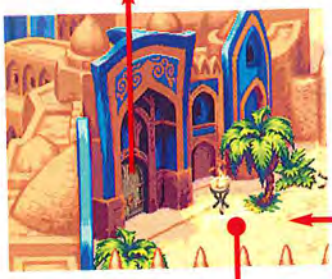
If you have the barbequed newt and you've been speaking to other people about it in Wendel and Menos, Radley will continue the chain and gesture toward Devius Manor.

Quest Bargain for a Bonus

Vega's quest for glittering items will continue in Jadd. If you've already supplied him with the sword and armor, he'll ask you for the Glittering Helm. After you defeat the right cockatrice, the item will be yours. When you go to collect from Vega, he'll offer to pay you 200 lucre. Turn him down. He'll raise the reward to 400 Lucre without a second thought.

PRICKLY DESERT Page 59

DEVIUS MANOR Page 66



More Magic

Following your tour through the dune maze and the clockworks of Devius Manor, Genoa will stop you at the entrance to the manor and offer you a new spirit—Luna. Use it to unleash the power of moon magic.

15 13

JADD DESERT Page 62

MR. CANNELL

Quest Sand Solution

When you're not collecting cash from Mr. Cannell, he'll tell you about a mystery of the Jadd Desert—two trees that you must walk around in a figure eight to stop a nearby sandflow. If you talk to him again after you solve the puzzle, he'll give you a reward.

QUEST LETTERS OF RESISTANCE

If you brought the man dressed as Granz Soldier to a Mana believer in Wendel, you'll find another believer, Courtney, in Jadd. She'll ask you to deliver three letters, one at a time. Once the letters are in the right hands, you'll get a reward.

GENERAL STORE	
ITEMS	PRICE
GUMDROP	10
CHOCOLUMP	40
MAGIC WALNUT	45
PRESTOVEGGIE	15
STARDUST HERB	20
ANGEL GRAIL	50
BLINK WEED	20
POTENT POSY	20
DREAM REED	20
WHITELIGHT RING	250
FIEND FANG	250
BANDIT EARRINGS	250
RED MOON HORN	250
D-FENCE RING	250

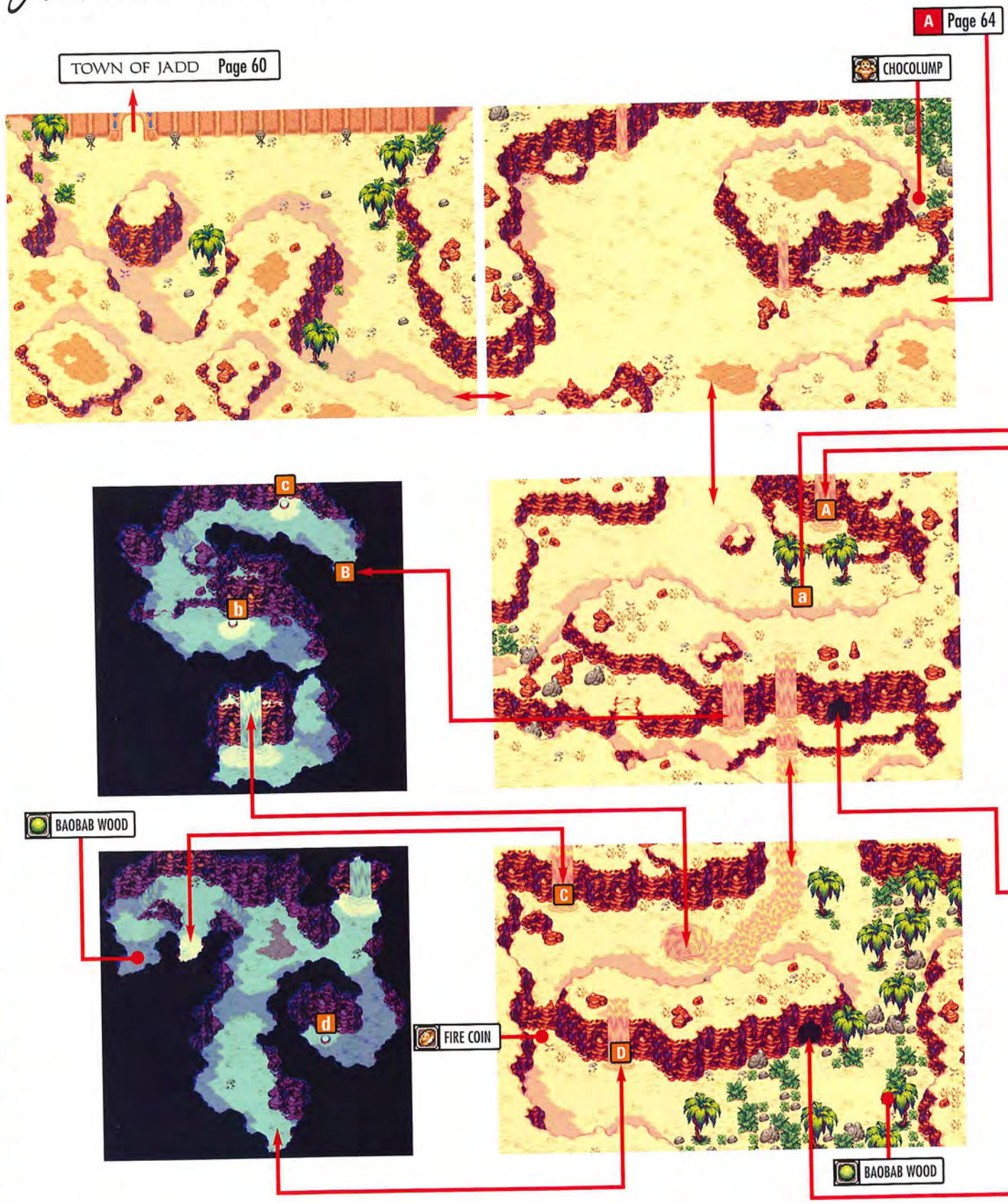
QUEST BILL COLLECTION

A little legwork and paperwork will earn you a piece of Dudbears' Gold. The shopkeeper's wife, Janka, wants to collect on some outstanding invoices, starting with 200 lucre from Mr. Cannell. After you collect each debt, return to Janka for another invoice.

MR. CANNELL
SONGO
RADLEY
AHMED
PRESIO

You can spend the money that you receive from the villagers, but you'll have to raise the cash again if you want to continue the quest for the gold.

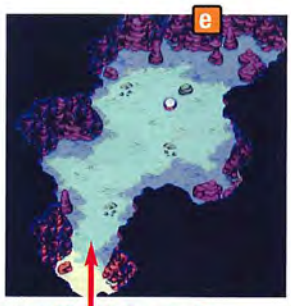
Jadd Desert

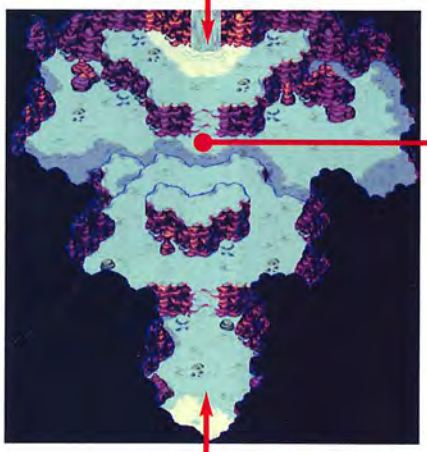

A Page 64
TOWN OF JADD Page 60
CHOCOLUMP
c
B
b
A
a
BAOBAB WOOD
d
FIRE COIN
C
D
BAOBAB WOOD

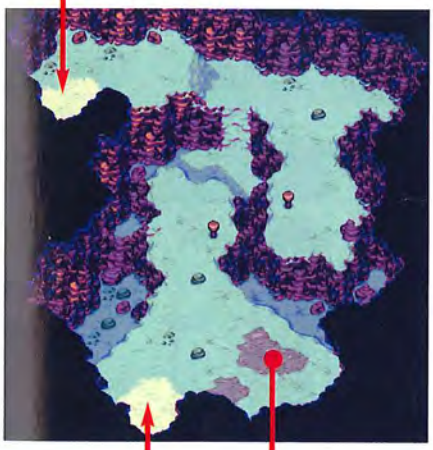
Maze Moves

The Dune Maze's entrance is blocked by flowing sand. You can stop the flow by walking around the two trees near the entrance in a figure-eight pattern. While exploring the maze, you'll discover several switches that open doors. The switches are marked on the map with lowercase letters; the corresponding doors are marked with capital letters. Hit the switches, open the doors and make your way to the Altar of Time.

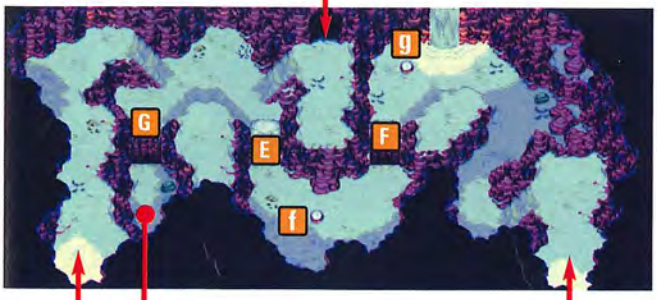
4 3





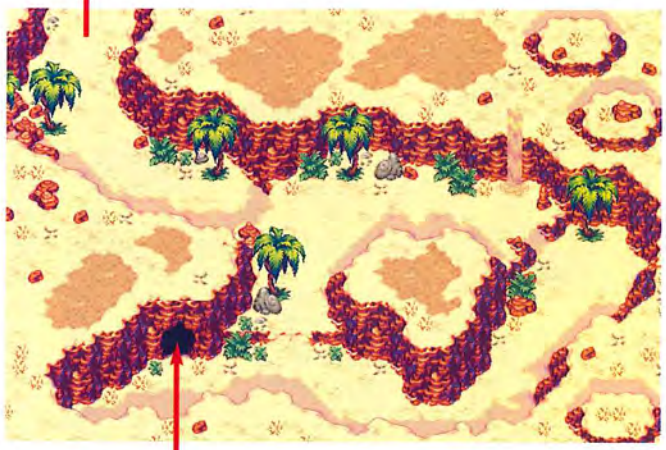


SULTAN SILK



ELEPHANT TUSK

B Page 64



Monster List

Name	Found
COBRA	Day/Night
COCKATRICE	Day/Night
GOBLIN	Day/Night
MOON CYCLOPS	Night
POLTER BOX	Day/Night
SAND SCORPIO	Day/Night
SHADOW ZERO	Night
SILKSPITTER	Day
SKELETON	Night

Taxing Axe Battle

A goblin quartet causes serious havoc deep in the desert labyrinth. Use your strongest weapon or the power of the earth spirit to defeat the beasts. After the battle, you'll earn an axe and access to the next switch.

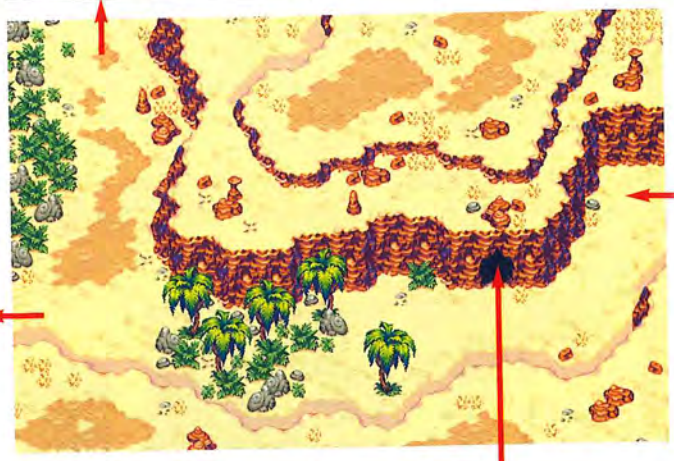
5 4

Jinn's Joint

Cockatrices don't look tough, but they will chew you up if you're not on your game. Use a Jab-trait weapon or Gnome magic to fight a group of four of the snake-tailed creatures. After you beat them, the wind spirit, Jinn, will join you and you'll gain access to another switch.

6 5

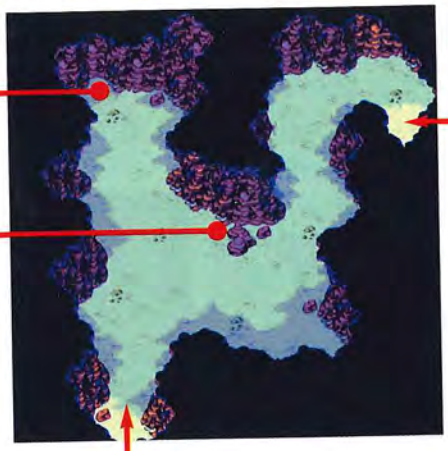
MIASMA GLEN Page 71

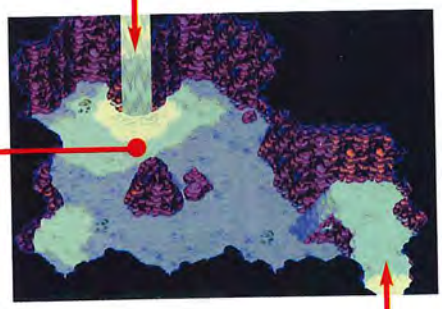


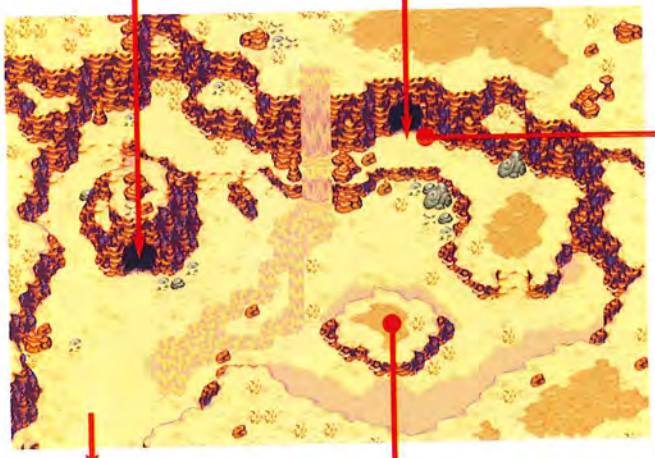
A Page 62

ANIMAL BONE

MANA STATUE







Blow the Barrier

You'll need Jinn's wind magic to break the stone seal that blocks the cave. Approach the seal from the bottom of the ledge and equip your character with a weapon that will guarantee a long magic trajectory. Hit the seal and move on.

7 6

B Page 63

RED MOON HORN

Monster List

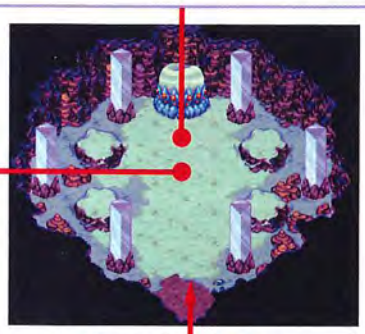
Name	Found
COBRA	Day/Night
COCKATRICE	Day/Night
GOBLIN	Day/Night
MOON CYCLOPS	Night
POLTER BOX	Day/Night
SAND SCORPIO	Day/Night
SHADOW ZERO	Night
SILKSPITTER	Day
SKELETON	Night

Boss: Medusa

STATUS	
HP	355
POW	38
DEF	35
INT	40
MND	36
AGI	27
EXP	60
LV	97

Medusa's head appears on the room's four platforms, one at a time, then disappears after it releases a damaging spell. Equip your character with the bow and the wind spirit, and hit Medusa with the Jinn spell at every opportunity. If you need a rest, hide in the safe area in the room's southwest corner.

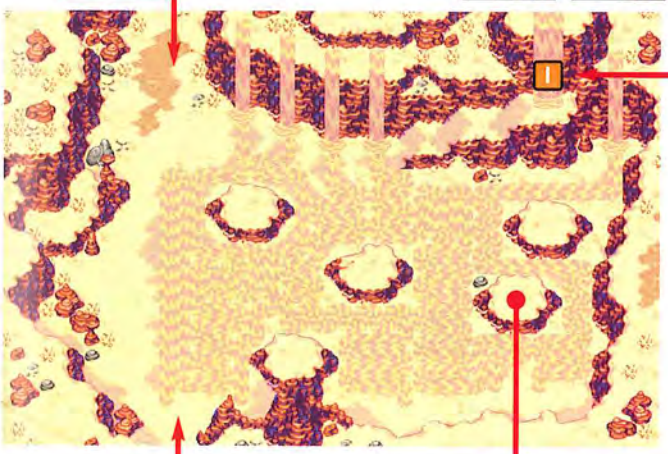
8

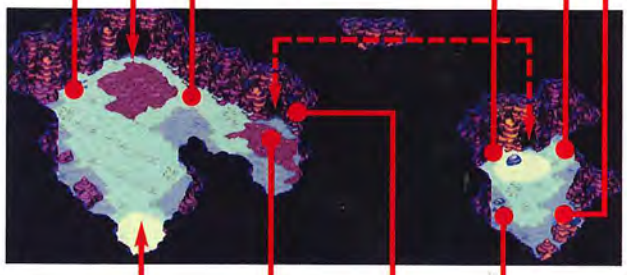


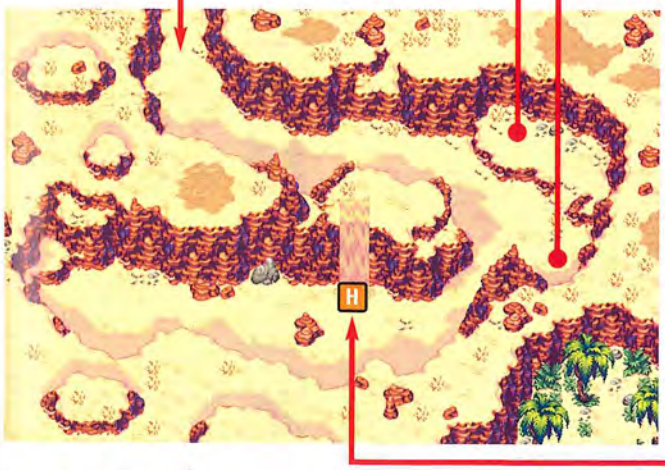
Amanda's End

If you're playing as the hero, Amanda will meet her fate after your victory against Medusa. If you're playing as the heroine, you'll witness the end of Amanda without fighting the boss.

9 7

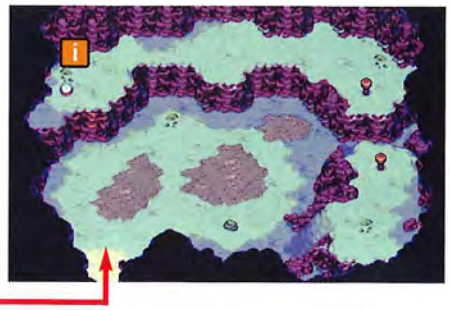




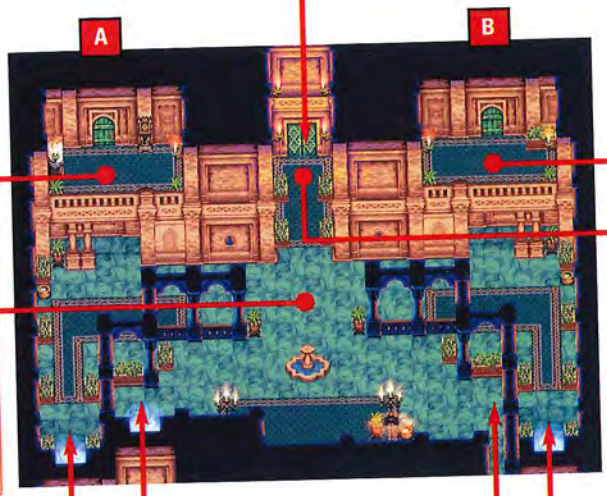


Tight Squeeze

If you have the Tiny Tapper, use it to shrink your character, then crawl through the small tunnel next to the Mana Statue. You'll find Dion Wood on the other side.



Devius Manor



MAGIC WALNUT

ANGEL GRAIL

Magic Amok

You'll learn from Genoa that Medusa (Lady Granz) has turned the people of Devius Manor into birds. The only way to reverse the spell is to destroy the Altar of Time.

2

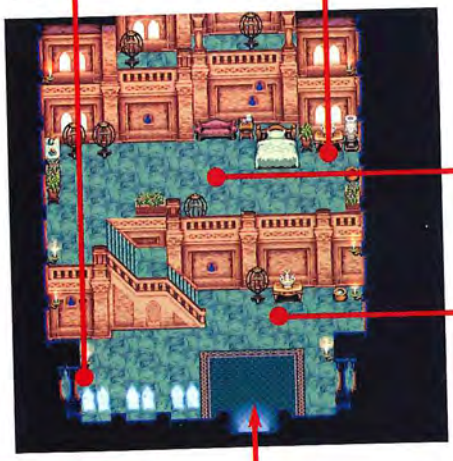
Backroom Entry

If you're playing as the hero, you'll gain entry into Medusa's room after you talk to the maids in front of the door.

2

LUNA ICON

MOON COIN



Priscilla's Peach Puppy

If you've collected a Rhinoloupe from Bandra in Jadd, Bandra's granddaughter, Priscilla, will take the fruit from you and give you a Peach Puppy to give to her grandmother. If you've been keeping up with the barbecued newt storyline, Priscilla will provide you with the next clue in the chain.

PRESIO

ELEPHANT TUSK

CROOKED SEED

GUMDROP

TOWN OF JADD Page 60

Monster List

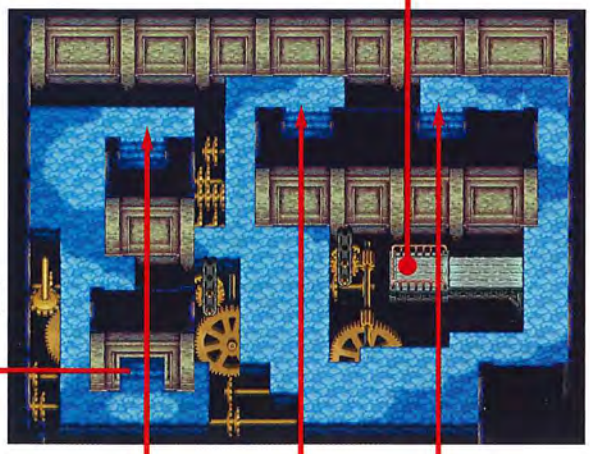
Name	Found
COCKATRICE	Day
WEREWOLF	Night
SHADOW ZERO	Day/Night
TIN KNIGHT	Day
SPECTER	Night
POLTER BOX	Day/Night

Medusa's Madness

After you speak to Amanda in Medusa's room, Medusa will run off to the Altar of Time, knocking over her maids as she exits. Get a key from one of the maids, unlock the bird cage to release Lester (in bird form) then head for the altar with Amanda.

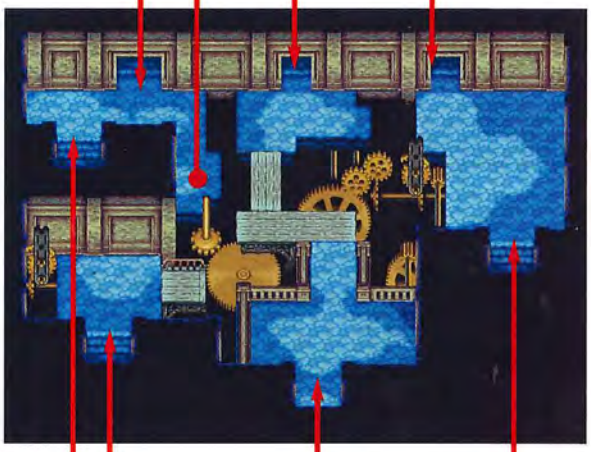
3

LONG SEED



C Page 68

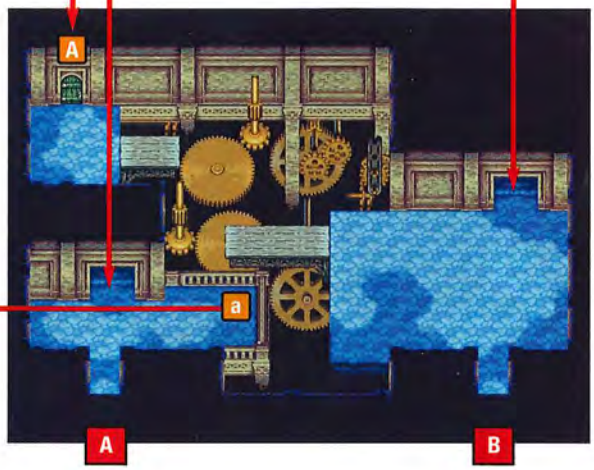
GUMMIFROG



Three Ring-a-Dings

Not long after you begin the clockworks maze, you'll veer off the path, hop onto gears and make your way to a bell (marked A on the map). Hit it thrice to unlock the corresponding door.

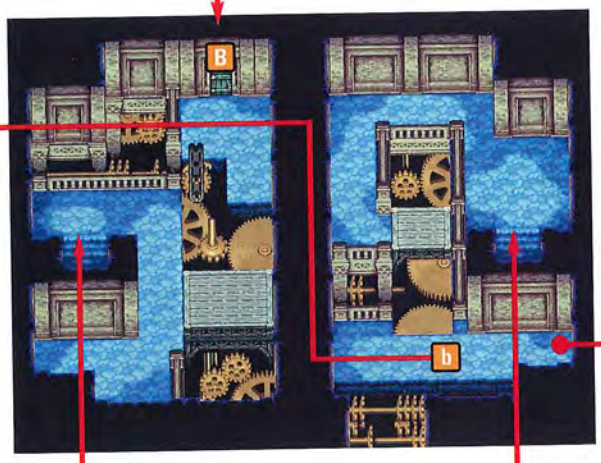
10 8



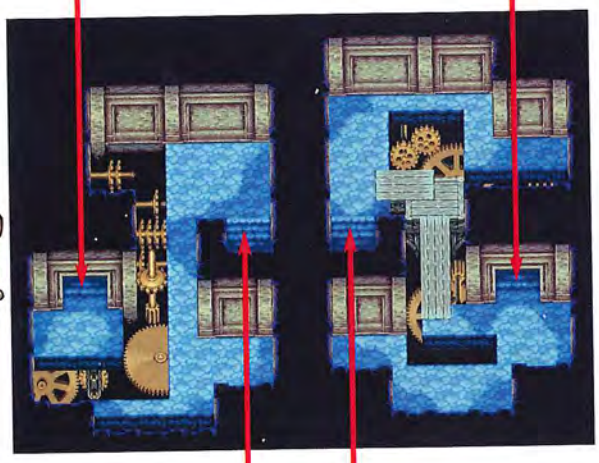
Two Bells, Three Rings

You'll find a pair of bells at the place marked "b" on the map. Hit the bell on the left twice and the bell on the right once to unlock the corresponding door. A confirmation chime will let you know that you got the right combination.

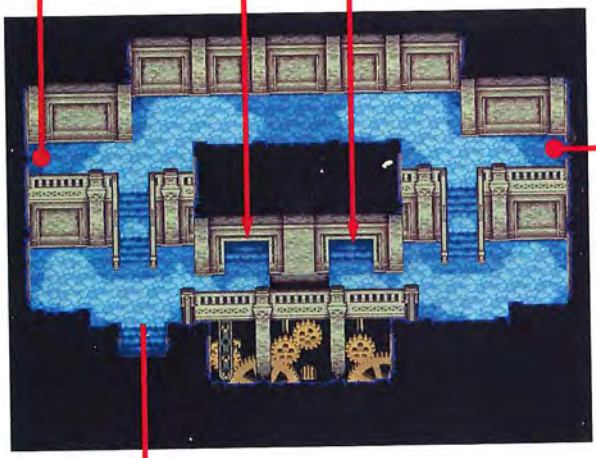
11 9



GRANZ STEEL



CHOCOLUMP



WIND COIN

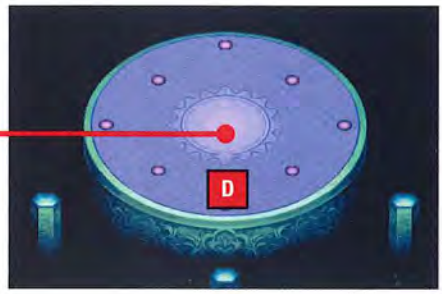
C Page 67

Boss: Mindflare

Status	
HP	428
POW	45
DEF	40
INT	47
MND	35
AGI	36
EXP	70
LV	105

Your battle versus Devius's Mindflare form will take place on a spinning disk. Stay near the middle of the disk, and fire Gnome magic at the beast, using a Bash-trait weapon for an on-target trajectory. The fight will be a long one. Recoup your magic often and use HealingLight when you're at 50 HP or lower.

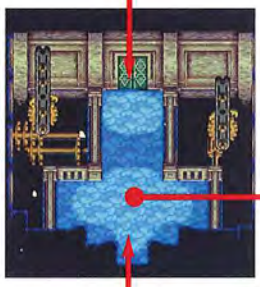
14 12



Caged Knight

You'll discover Sir Bogard locked in a cage with strong magic. It would be nice to have Bogard along for the next fight, but he won't be able to get out until you defeat Devius. After some words about the power of Mana, you'll continue the journey.

13 11

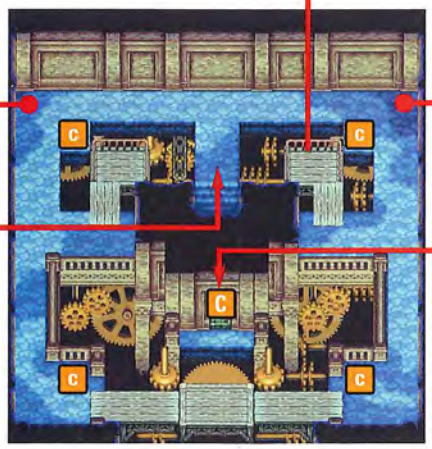


MANA STATUE

Ring Three, Ship One

There are four bells in the maze's last large room, but you have to hit only three of them to open the door. Ring the upper-right bell twice, the lower-right bell once and the lower-left bell twice. The door will pop open immediately and you'll have access to the mansion's inner sanctum.

12 10



DARK COIN

GUMDROP

Monster List

Name	Found
COCKATRICE	Day
WEREWOLF	Day/Night
SHADOW ZERO	Day/Night
TIN KNIGHT	Day
SPECTER	Night
POLTER BOX	Day/Night

Chapter 6

The hero and heroine take the same path to Granz Castle, but with different partners. Dark Lord is in their sights.

The Hero's Path

Miasma Glen Page 71

With Lester by his side, the hero cuts across Miasma Glen on his way to Cascade Cave. Lester is not equipped to fight the critters of the glen, but the hero can beat them easily.

PARTNER | WEAPON | SPIRIT

Cascade Cave Page 72

Underground passages filled with fighting flora and killer insects lead to a battle versus one very big plant. When the Boison Vine pitches one of its seeds, the hero bats it back with a deep cut.

PARTNER | WEAPON | SPIRIT

Mt. Illusia Page 74

Battling Tin Tortoises, Howlers and Bumpkins, the hero and Lester find the mace—a new Bash-trait weapon—and a path to Granz Castle.

PARTNER | WEAPON | SPIRIT

Granz Castle Page 76

The hero began his adventure in Granz Castle and he intends to finish it there, with a battle against Dark Lord. The showdown takes place, but the journey does not end.

PARTY | WEAPON | SPIRIT

CHAPTER 7 Page 80

The Heroine's Path

Miasma Glen Page 71

Pulling out her trusty staff, the heroine bashes Miasma Glen's Assassinants, then melts the area's Specters with the Wisp spell as Sir Bogard watches in wonder.

PARTNER | WEAPON | SPIRIT

Cascade Cave Page 72

Sir Bogard is a worthy partner. He uses his mighty sword to help the heroine deal with the nasty beasts of Cascade Cave. The battle at the end of the cave follows a revelation about Julius.

PARTNER | WEAPON | SPIRIT

Mt. Illusia Page 74

There's no getting around the fact that Mt. Illusia is a challenging climb, even for the well-equipped adventurer. The heroine fights tough enemies there and solves the puzzle of the stone faces.

PARTNER | WEAPON | SPIRIT

Granz Castle Page 76

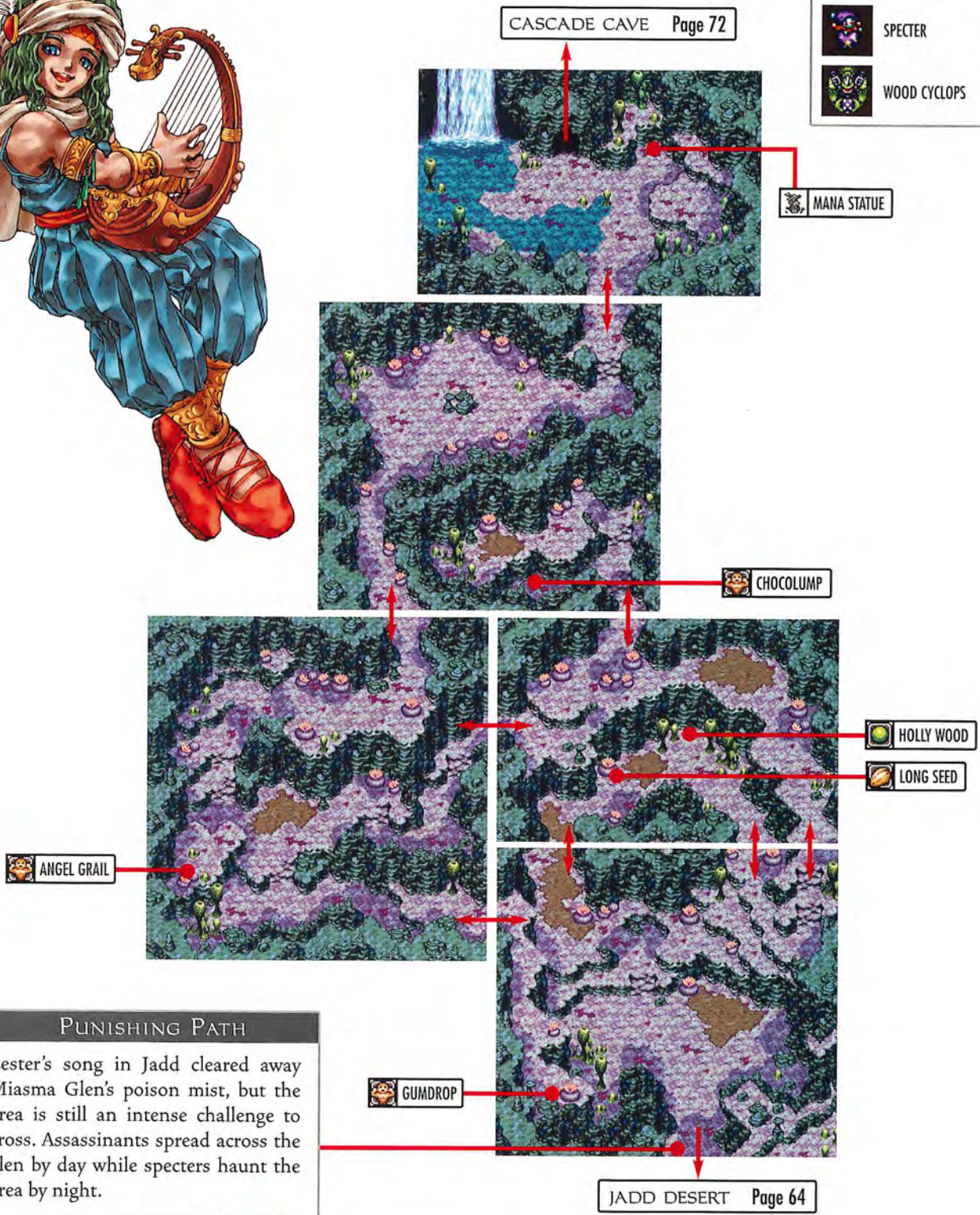
The heroine doesn't have the same history that the hero has with Granz Castle, but she knows that the Dark Lord must be stopped. With help from three partners, she reaches her goal.

PARTY | WEAPON | SPIRIT

CHAPTER 7 Page 80

Miasma Glen

Monster List	
Name	Found
ASSASSINANT	Day
SPECTER	Night
WOOD CYCLOPS	Day

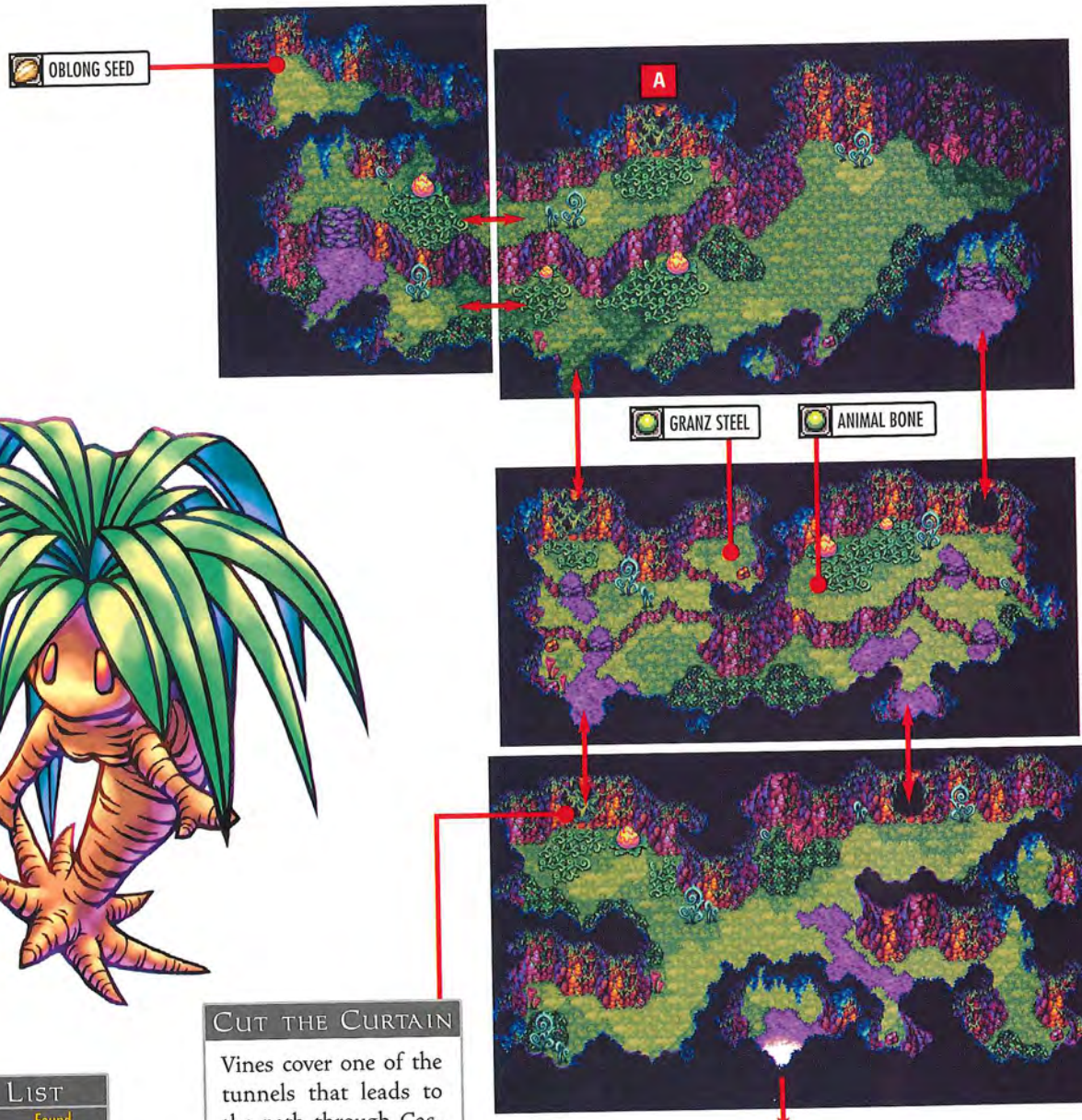


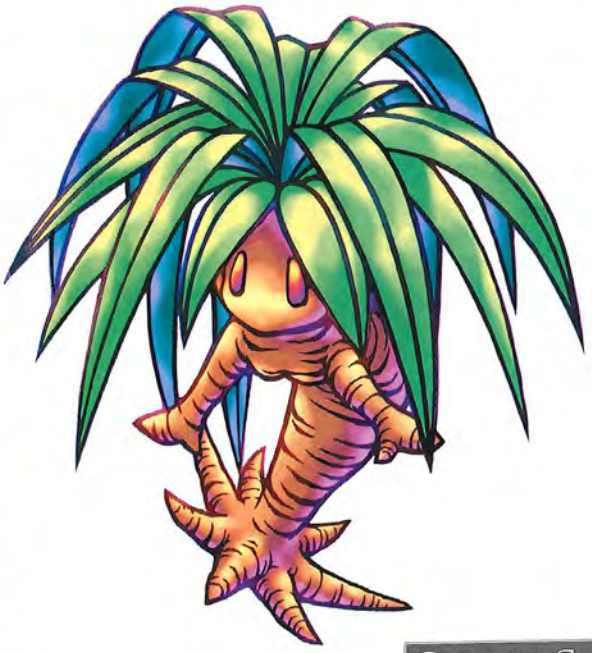
Punishing Path

Lester's song in Jadd cleared away Miasma Glen's poison mist, but the area is still an intense challenge to cross. Assassinants spread across the glen by day while specters haunt the area by night.

1 1

Cascade Cave





Monster List

Name	Found
BUMPKIN	Day/Night
GLOOMOTH	Day/Night
KILLER PANSY	Day/Night
MALBORO	Night
SPINY CONE	Day/Night

Cut the Curtain

Vines cover one of the tunnels that leads to the path through Cascade Cave. Use a Slash-trait weapon or Gnome magic to fight through the area's Spiny Cones, then cut the vines and move forward.

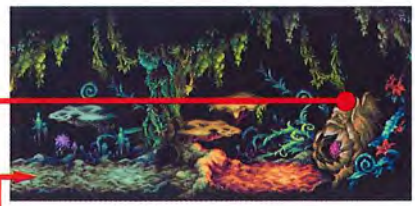
MIASMA GLEN Page 71

Boss: Boison Vine

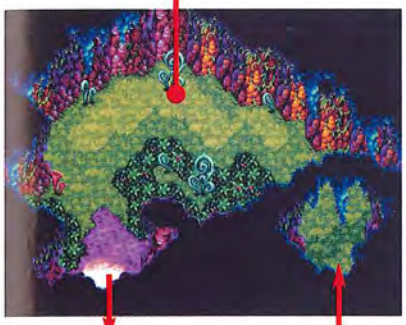
STATUS	
HP	484
POW	46
DEF	27
INT	47
MND	28
AGI	70
EXP	75
LV	120

You'll start the battle by fighting a small version of the vine. Hit it with Salamander and Jinn magic. When you move on to the larger beast, blast its uncovered abdomen with the Luna spell and swipe at the seeds that the flower spits at you. They'll fly back and hit the flower for 48 HP each.

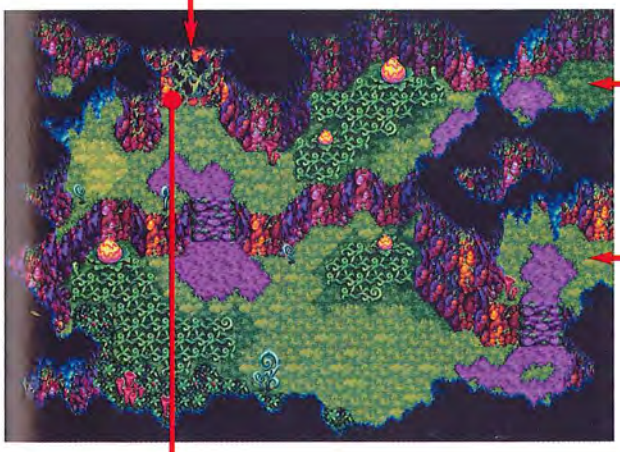
2 2

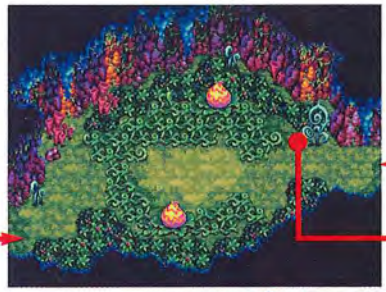


JADD HEMP

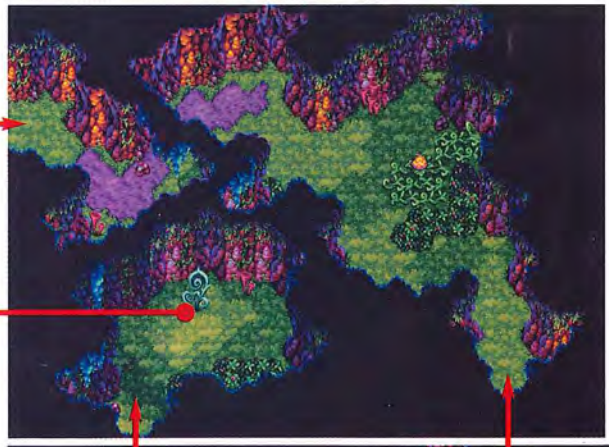


MT. ILLUSIA Page 74

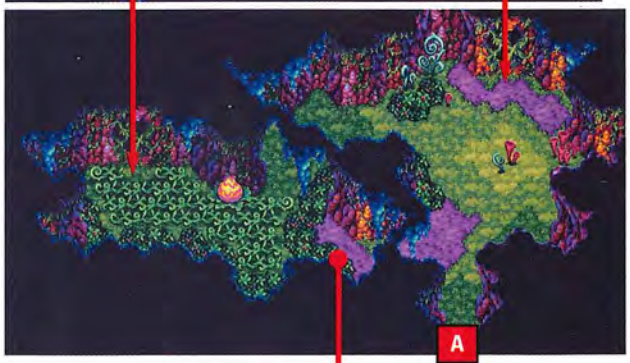




MANA STATUE



CHARCOAL



A

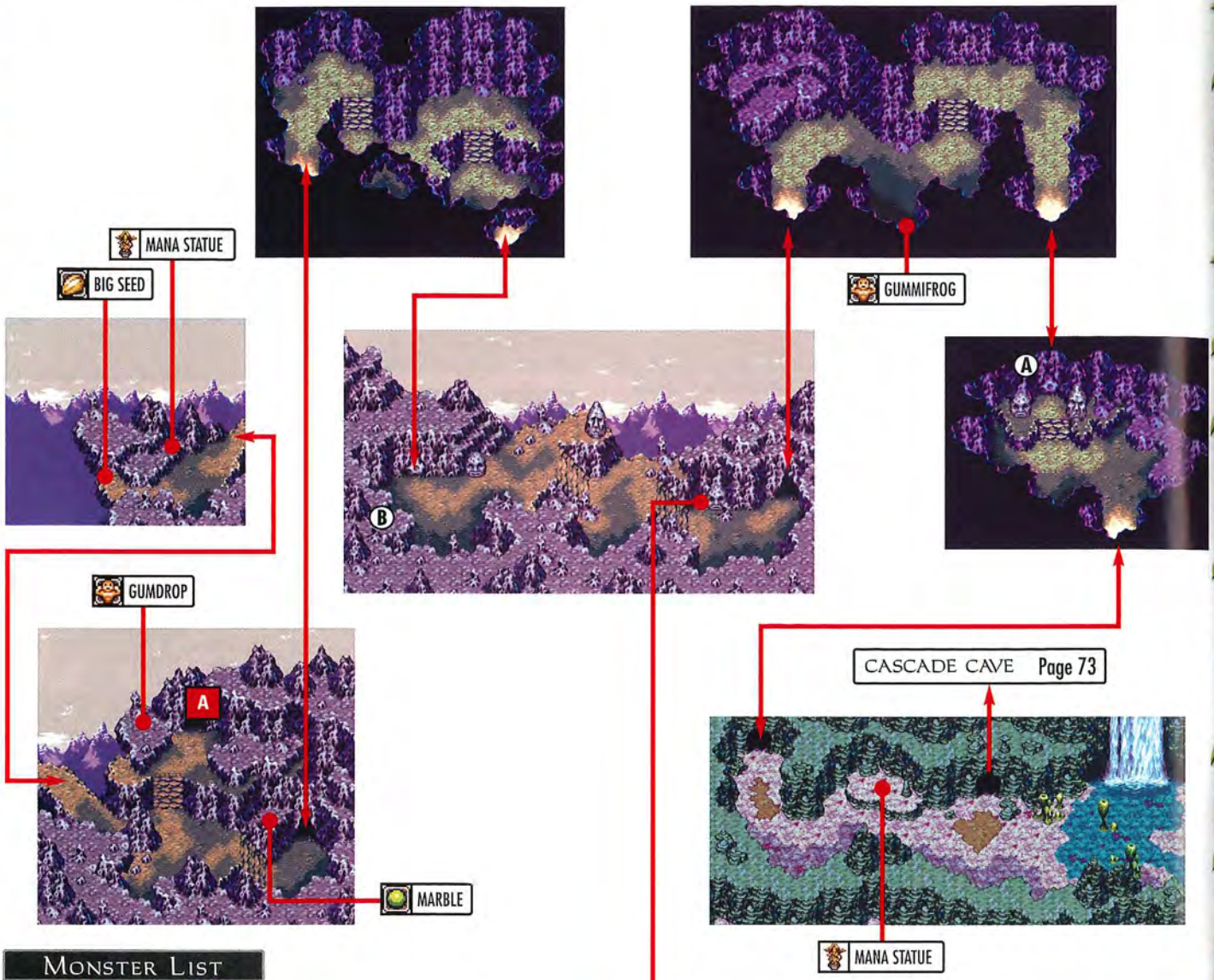
FLAT SEED

Enchanted Vine

You'll need help from a new spirit to advance to Mt. Illusia. After you defeat the Boison Vine, return to the cave's northwest corner and attack it. The Dryad spirit will come to your aid and clear away the foliage.

3 3

Mt. Illusia



Monster List

Name	Found
BUMPKIN	Day/Night
GLOOMOTH	Day
HOWLER	Night
CHERRY SLIME	Day/Night
GRAY OX	Day
TIN TORTOISE	Day

Match the Mugs

You can destroy blockades by changing the expressions of the stone faces that lead to them. Check the letters on the map and match them to an expression on the table below. Smack the stones to make them change.

A	HAPPY
B	BLANK
C	ANGRY
D	ANGRY
E	SAD

4 4

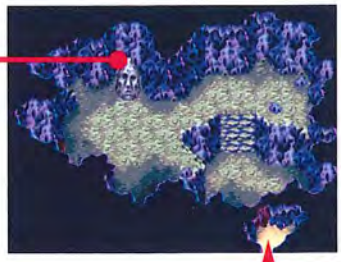
Solitary Stone

The cave is empty, save for a single stone face. Hit the stone until it matches the expression of the stone near the blocked cave entrance marked C on the map (angry). Then return to the cave entrance to find it open.

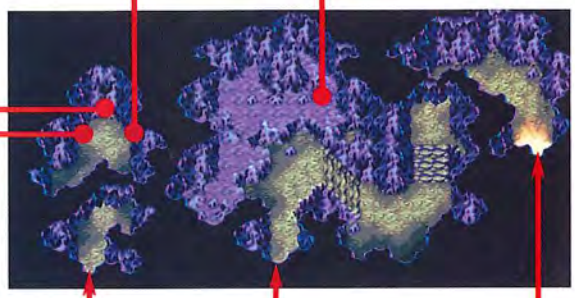
Smashing New Weapon

Tin Tortoises populate the upper reaches of Mt. Illusia. Use the Dryad spell to fight them off. After you defeat every turtle, you'll earn the mace and access to the northern cave.

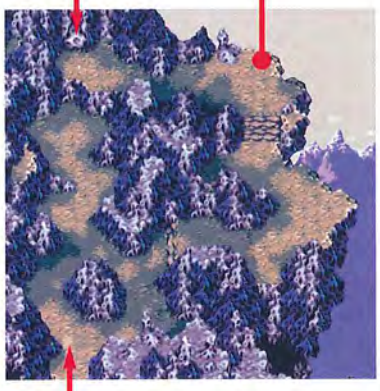
5 5

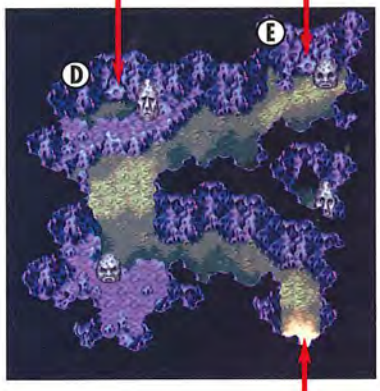


CHOCOLUMP GRANZ STEEL GNOME ICON



BIG SEED



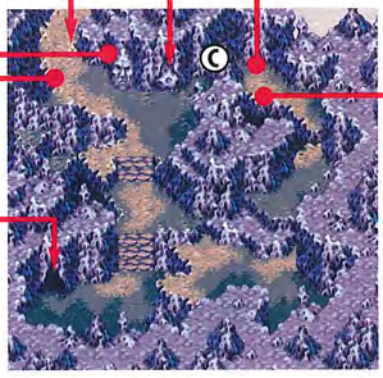


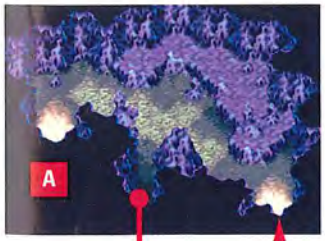
Stone-Cold Expression

The stone face near the C barrier will not change its expression, no matter how many times you hit it. The key to knocking down the barrier is to hit the stone face inside the northern cave.

ANGEL GRAIL GUMMIFROG

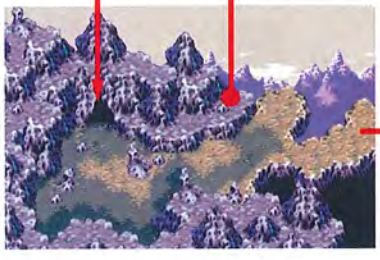
MAGIC WALNUT





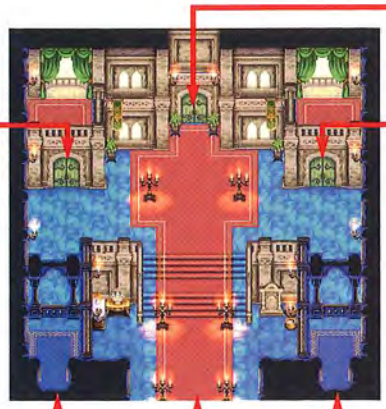
ANIMAL BONE

GRANZ CASTLE Page 76



JINN ICON

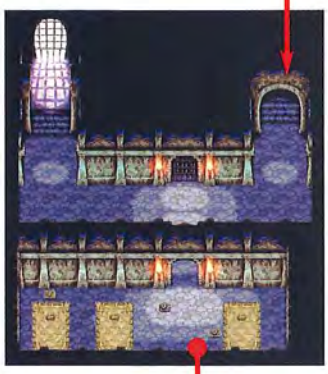
Granz Castle



ANGEL GRAIL

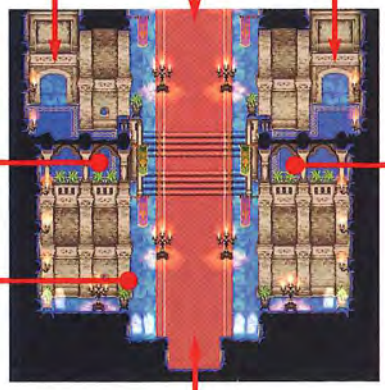
CHOCOLUMP

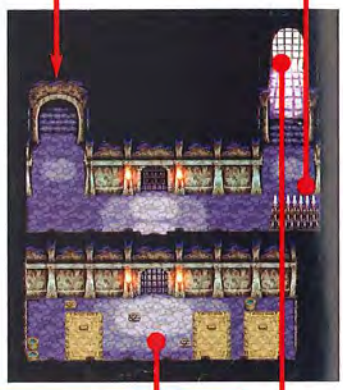
CHOCOLUMP



MAGIC WALNUT

MANA STATUE





Prison Riot

If you're playing as the hero, you'll go up against a castle guard and a pair of Polter Boxes to earn the gold key. Hit the guard with your strongest weapon, and the boxes with a Bash-trait weapon or Luna magic.

6

Special Delivery

If you're playing as the heroine, you can catch the gold key without putting up a fight. You'll earn it (along with the silver key) from a bird in the dungeon's east wing.

6

MT. ILLUSIA Page 75

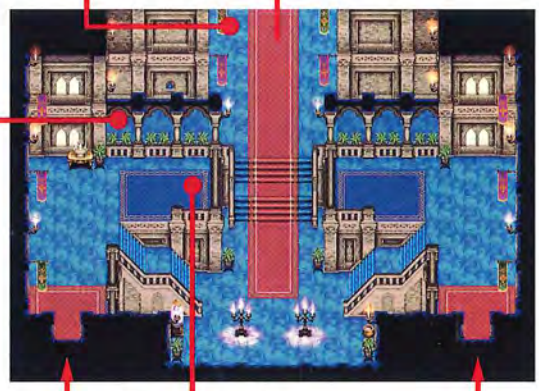
Quest Glittering Gimme

Vega will make an appearance in the Granz Castle dungeon if you've given him the glittering items in the towns that lead up to the castle. He'll reward your hard work with a piece of Dudbears' Gold.

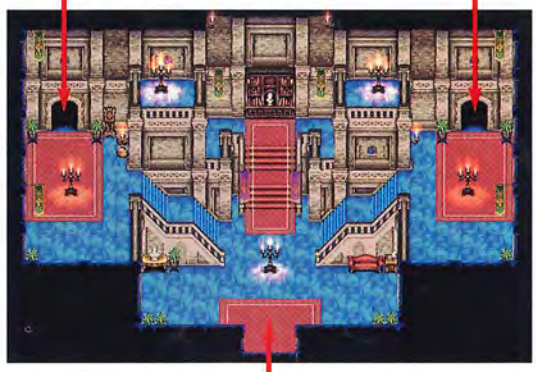
GUMDROP

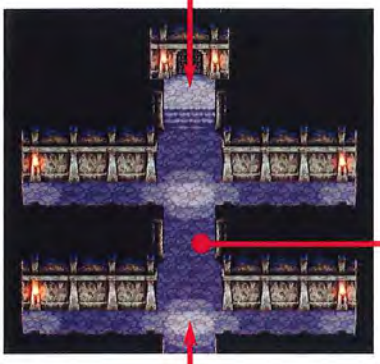
LONG SEED

A Page 78



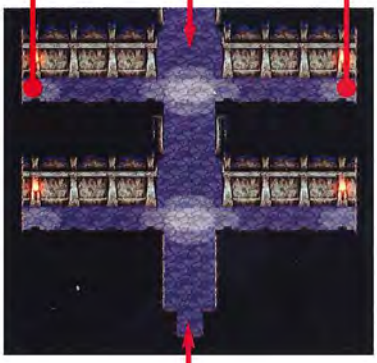
GRANZ STEEL





ANIMAL BONE

MAGIC WALNUT



A Lot of Lances

Lance-wielding Granz Soldiers will attempt to keep you away from Dark Lord's residence. By defeating all of the soldiers in the area, you'll open the path and earn the lance. Use magic of any variety to whittle away the enemies.

Willy is a master at defeating Granz Soldiers. If you're playing as the heroine, switch control to Willy

7 7

Monster List

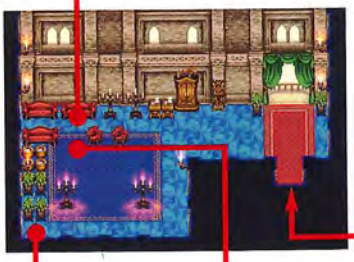
Name	Found
ANTHROSECT	Day/Night
CHOBIN HOODLUM	Day/Night
DAINSLAIF	Night
DUCK GENERAL	Day
GOBLIN GUARD	Night
GRANZ SOLDIER	Day/Night
GRANZ WIZARD	Day/Night
POLTER BOX	Day/Night

A Key Read

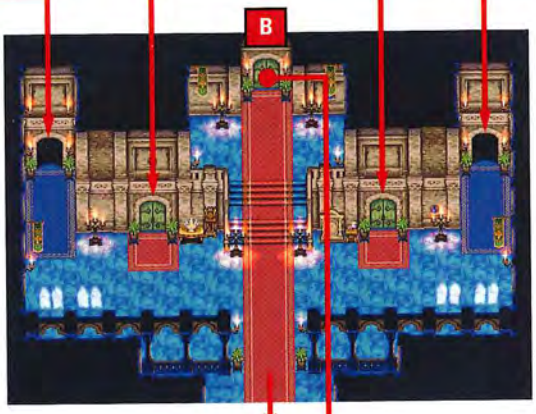
After you change partners in Granz's room, walk to the back of the room and read Granz's diary three times. Then place the book on the shelf to unlock the castle's remaining door.

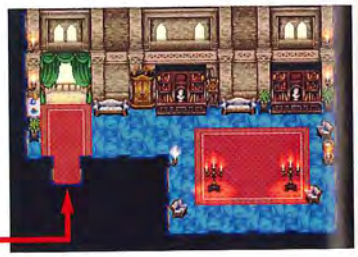
8 8

GATOR SKIN



GRANZ STEEL





A Page 77

Beware of Polter Boxes

The castle is filled with Polter Boxes that will attack when you get close to them. Blast treasure chests from a distance with Luna magic. If they take a hit, they'll be enchanted.

Read Before You Go

The passage to the castle roof will be bolted shut when you arrive. Enter Lord Granz's room to meet up with your fellow fighters, then read Granz's diary to unlock the door.

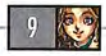
Boss: Garuda

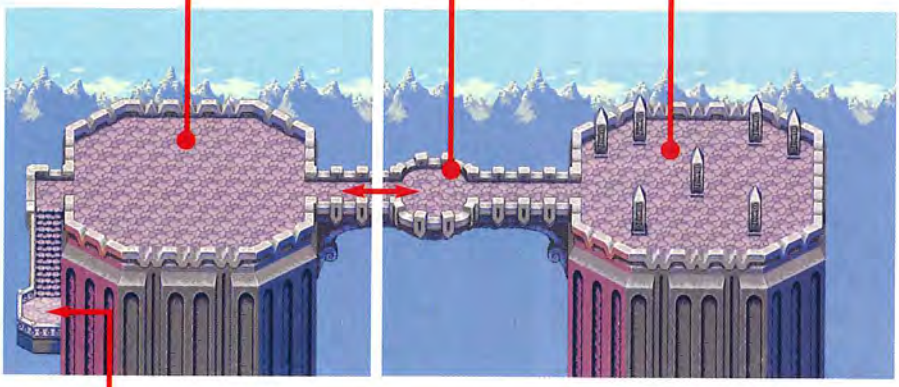
Before you take on Dark Lord, you'll have to battle his bird, Garuda. The winged beast will hover out of reach then swoop down at times for a clawing attack. Equip yourself with the mace or the staff and hit the bird with the Gnome spell.

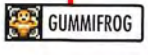
Boss: Dark Lord

There's no trick to defeating Dark Lord. You just have to be strong. Use the pillars to guard yourself from charging attacks and counter with long-range attacks. If you lose quickly, build levels before you challenge Dark Lord again.

STATUS	
HP	528
POW	60
DEF	45
INT	53
MND	44
AGI	80
EXP	120
LV	180







Chapter 7

The hero's and heroine's trips through Lorimar Castle and beyond are nearly identical, though their partners are different.

The Hero's Path

Town of Ishe Page 81

Waking up in Selah's house after the clash against Dark Lord and the meeting with Goremand in Granz Castle, the hero teams up with Lester for a journey to Lorimar Castle.

PARTNER | WEAPON | SPIRIT

Glass Desert (South) Page 84

Basilisks attack the hero and Lester en masse in Glass Desert. By collecting worms that fall from the creatures, the hero makes a trade with a merchant in Ishe.

PARTNER | WEAPON | SPIRIT

Snowfield Page 85

PARTNER | WEAPON | SPIRIT

Lorimar Castle Page 86

The hero discovers that everyone in Lorimar Castle, except for the king, is frozen solid. The only way to bring warmth back to the kingdom is to defeat Malyris at Kahla Peaks.

PARTNER | WEAPON | SPIRIT

Kahla Peaks Page 88

A long struggle on the ice leads to Malyris. Lester holds his own by firing arrows at the spiderlike beast, while the hero uses his own strengths to attack the corrupt spirit.

PARTNER | WEAPON | SPIRIT

Chapter 8 Page 90

The Heroine's Path

Town of Ishe Page 81

The heroine has realized that the only way to save the realm is to find the Sword of Mana. Along with Willy, she sets off for Lorimar Castle seeking information about the blade.

PARTNER | WEAPON | SPIRIT

Glass Desert (South) Page 84

The southern Glass Desert is a maze of ledges and ramps. After negotiating the area's paths, the heroine and Willy find a way to launch themselves to the vicinity of Lorimar Castle.

PARTNER | WEAPON | SPIRIT

Snowfield Page 85

PARTNER | WEAPON | SPIRIT

Lorimar Castle Page 86

Arriving at Lorimar Castle, the heroine and her companion find frozen citizens, a stunned king and the heroine's friend, Marley. The new mission is to save Lorimar by defeating Malyris.

PARTNER | WEAPON | SPIRIT

Kahla Peaks Page 88

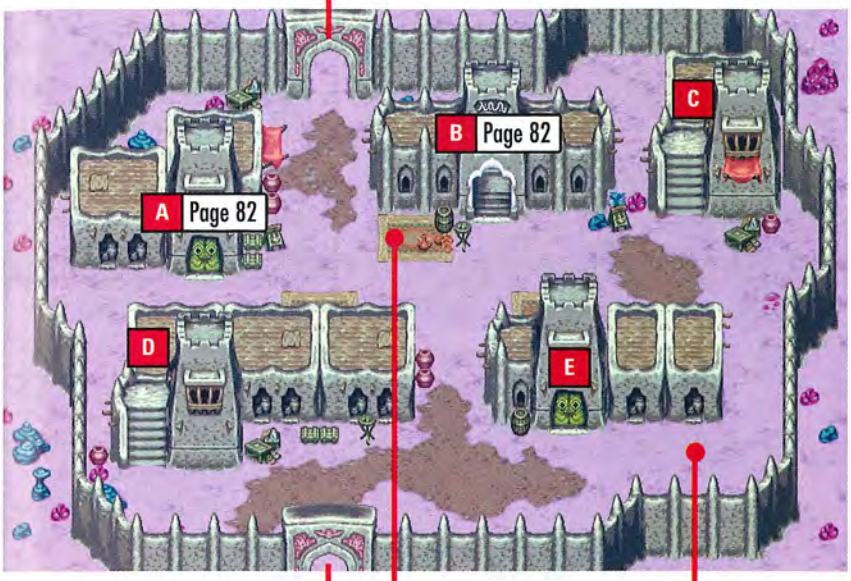
The heroine and Willy team up to take down the spirit, Malyris, then rejoice after a wash of blood-red magic thaws the citizens of Lorimar Castle.

PARTNER | WEAPON | SPIRIT

Chapter 8 Page 90

Town of Ishe

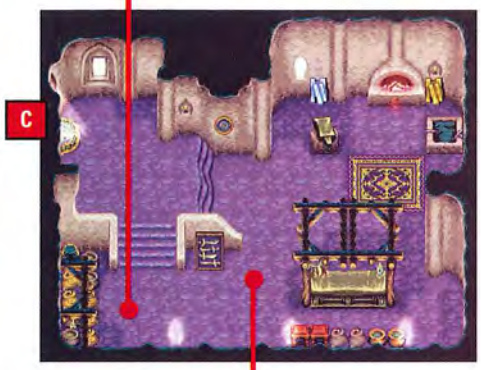
GLASS DESERT (NORTH) Page 83



GLASS DESERT (SOUTH) Page 84

Quest Produce Produce

A blacksmith dwarf seeks particular fruits and vegetables. If you give him all that he needs, he'll reward you with a piece of Dudbears' Gold.



Quest Dudbear for Sale

At night, a merchant outside the inn will offer to sell you your own personal Dudbear for 40,000 lucre. If you purchase the animal, you can visit it at the hot house.

Quest Newt Knowledge

If you have the barbecued newt from Luke in your possession, the man in the southeast corner of town, Yakov, will notice the item and tell you about the newt-eater who went to Lorimar Castle.

Quest Moondrop

Following your adventure in Kahla Peaks, Jahari will tell you that he is looking for Moondrops. You can find them by defeating Skull Drake. Trade a Moondrop with Jahari for 1,000 lucre or Dudbears' Gold.

Saved by Selah

The small band of adventurers that gathered at Granz Castle was magically removed from the premises and left unconscious, scattered throughout the vicinity. Selah found the adventurers and took them to her house.

1 1

QUEST Sage Request

A sage enthusiast will ask you if you have Sage Cards (Summons Items earned from Amigo connections). He'll give you a piece of Dudbears' Gold for each card that you show him.

QUEST Adventuring Ethics

Abdul will ask you for a lesson in adventuring basics and give you a Cancun Feather in return. Talk to Messier and refuse to sell him the feather, then give the feather back to Abdul. Messier will reward you with Dudbears' Gold.

A Page 81

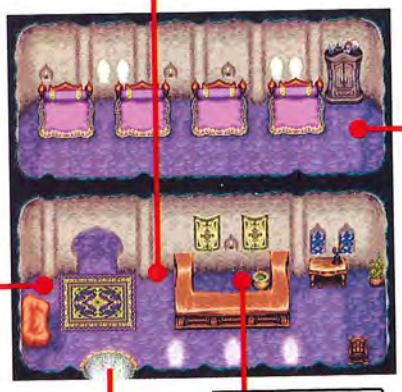
GENERAL STORE

ITEMS	PRICE
GUMDROP	10
CHOCOLUMP	40
MAGIC WALNUT	45
PRESTOVEGGIE	15
STARDUST HERB	20
ANGEL GRAIL	50
BLINK WEED	20
POTENT POSY	20
TONE STONE	20
MIST PENDANT	400
KNIGHT CREST	400
GJALLAR HORN	400
DRAGON CHOKER	400
SAGE STONE	400

QUEST Basilisk's Bubus

Mahar, an expert at making potions, seeks Bubu Worms, but only those that are 20 inches or longer. By defeating Basilisks in Glass Desert, you can find the crawling critters. Bring them to Mahar for measurement.

MANA STATUE



INN 200 LUCRE

B Page 81

QUEST Asaad's Spirits

You'll find Asaad in the northeast corner of the inn every night. If you give her three pieces of Dudbears' Gold, she'll give you a spirit that matches the day of the week, as shown on the table below.

MANA DAY	WISP OR SHADE
LUNA DAY	LUNA
SALAMANDER DAY	SALAMANDER
UNDINE DAY	UNDINE
DRYAD DAY	DRYAD
JINN DAY	JINN
GNOME DAY	GNOME

Glass Desert (North)

RUINED PASSAGE Page 99

GUMMIFROG

CHOCOLUMP

SHADE ICON

MAGIC WALNUT

MANA STATUE

OBSIDIAN

GUMDROP

ASH WOOD

MARBLE

CROOKED SEED

ANGEL GRAIL

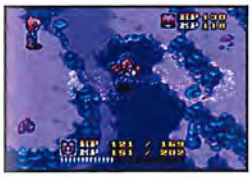
TOWN OF ISHE Page 81

Hidden Gem

A Light Geode appears near the northwest corner of Glass Desert at night. Grab it and take it to Yaz at Lorimar Castle to hatch a Wisp spirit.

Nighttime Crossing

The circled sections on the map show the locations of stardust bridges that appear only at night. As soon as night falls, run through the area and cross as many bridges as you can before the sun rises.

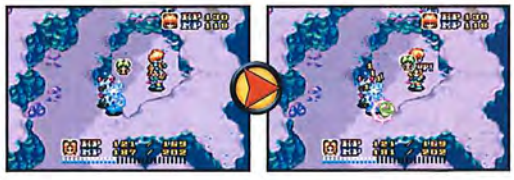


Monster List

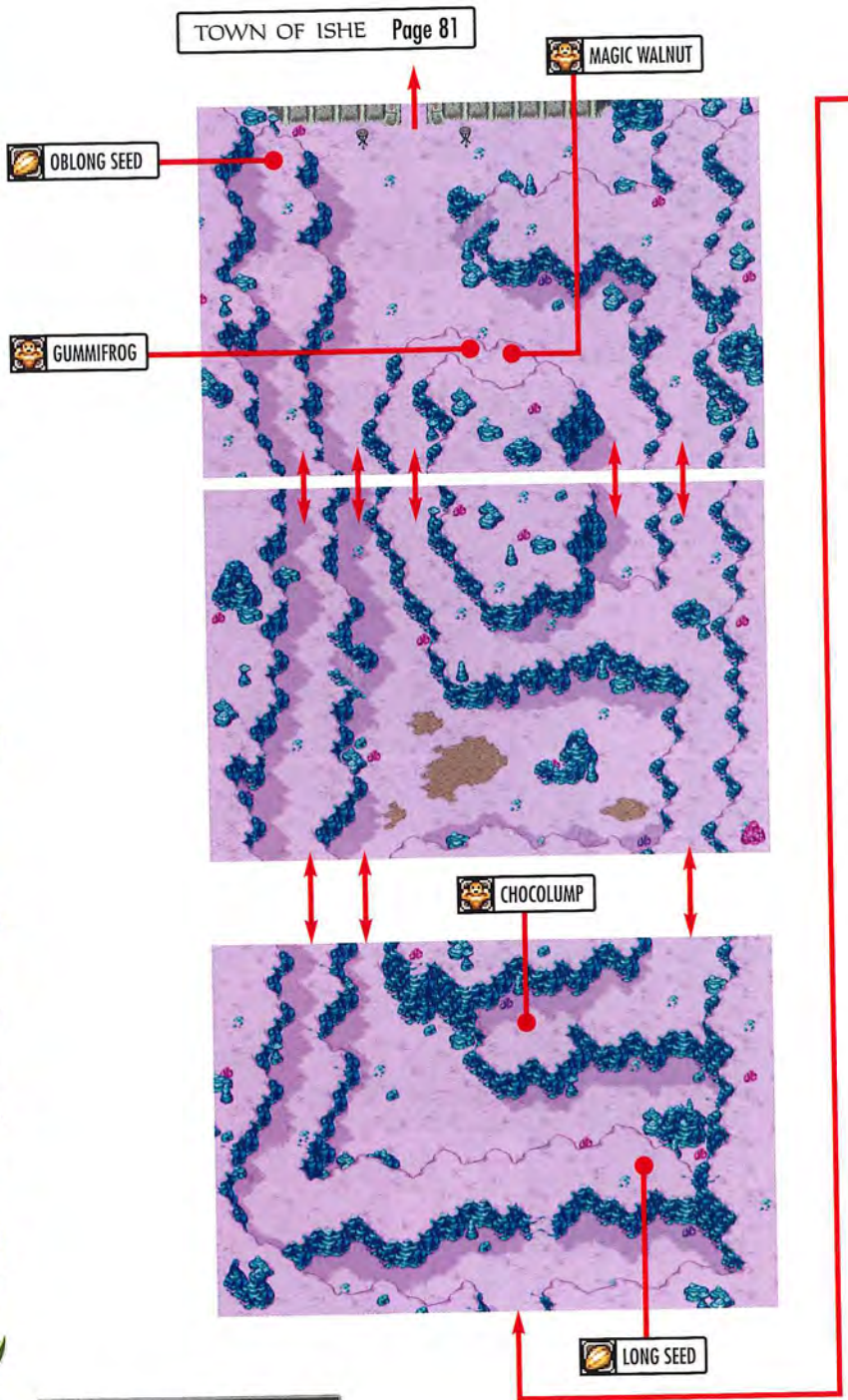
Name	Found
BASILISK	Day/Night
DARK CYCLOPS	Night
FIERCE FACE	Night
KID DRAGON	Day
SKULL DRAKE	Day/Night
TYRRANOS	Day

Close-Up Magic

Skull Drakes are strong (213 HP), but they have a clear weakness to Wisp magic. Equip the Knucks and hit a flashing Drake with a Wisp spell to score several hits at once.



Glass Desert (South)



Monster List

Name	Found
BASILISK	Day/Night

Ready for Launch

Prof. Bomb, the armory expert, will meet you at the desert's cannon. He'll tell you how to use an armory to launch yourself to any location on the map. Fly to Lorimar Castle.

2 2

Moon Rock

Walk to the far side of the cannon and grab a Moon Geode. Kaz at Lorimar Castle will extract a Luna spirit from the geode after you defeat Malyris.

Snowfield

Monster List

Name	Found
SNOWY RABITE	Day/Night
WATER CYCLOPS	Day

LORIMAR CASTLE Page 86

Stop Cold

You'll slide out of control on the icy ponds. If you want to stop, press the L Button to jump. Your character will hop straight up and come to a complete stop upon landing.

Professor on Ice

Landing in the snowfield, you'll find Prof. Bomb frozen next to the armory. After you defeat Malyris, the professor will thaw.

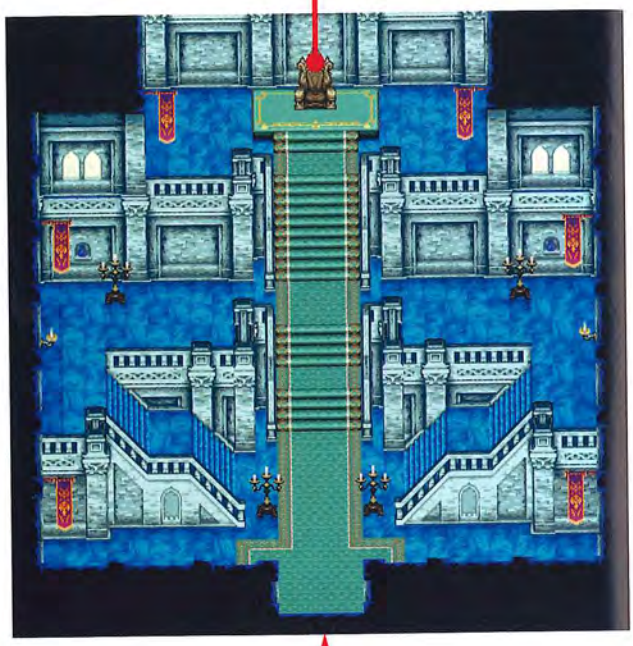
Lorimar Castle

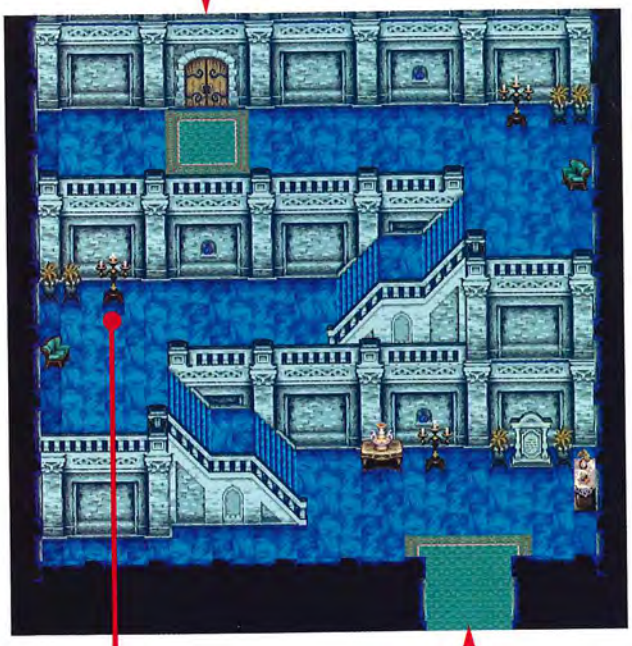
KAHLA PEAKS Page 88

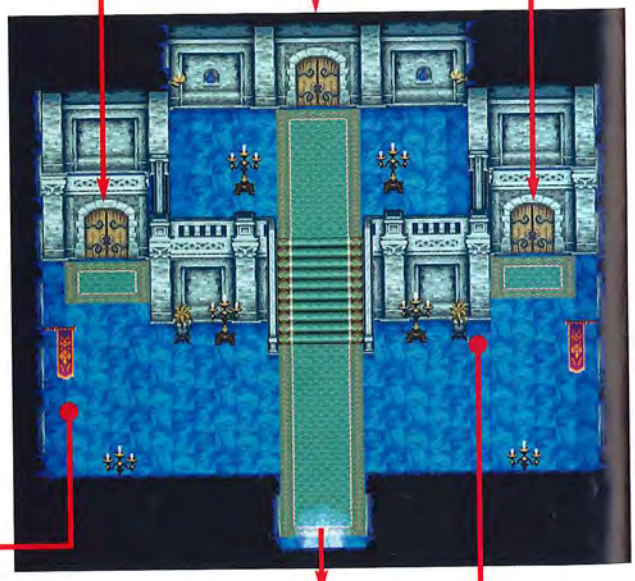
The Story of the Ice Spirit

King Lorimar is the only castle resident who was not encased in ice. Shortly after you begin to speak with the king, Marley will tell you why the kingdom is frozen and how to set things straight—defeat Malyris.

3 3







Quest Geode Release

Kaz will wander the west wing of Lorimar Castle after you defeat Malyris. She will open your geodes to reveal spirits, giving you more magical power.

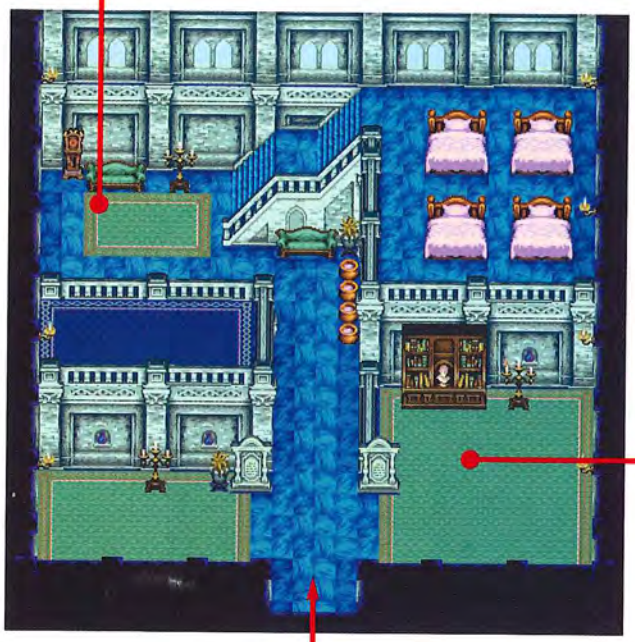
Sweet Concoction

After the thaw, Clive will serve up Honey Elixir if you bring him the right ingredients.

SNOWFIELD Page 85

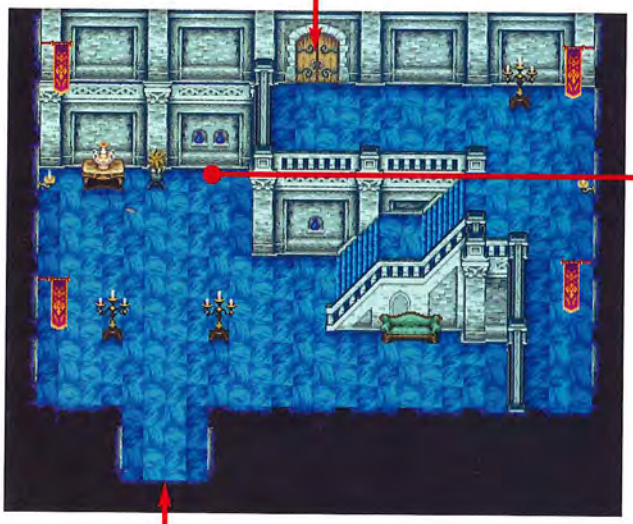
MANA STATUE

INN 300 LUCRE



Quest Meeting with Marco

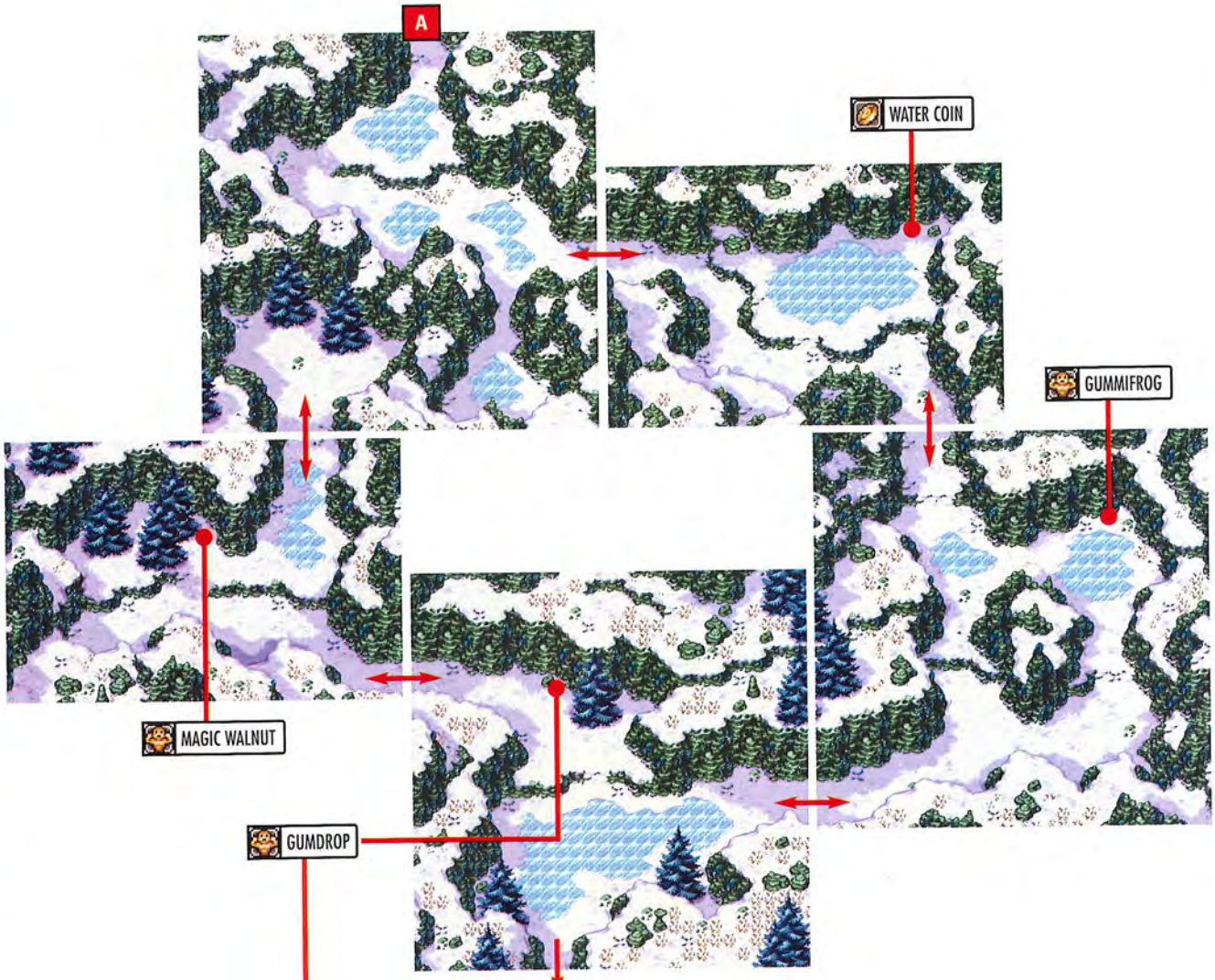
The barbecued-newt story will come to an end (literally and figuratively) when you meet Marco in the castle. He'll take the newt and give you a barbecued tail. Bring it to Luke in Topple for a reward.



Quest Plant Present

Lonely man Rooney stands by himself in Lorimar Castle. If you speak to him several times, he'll ask you for Li'l Cactus to keep him company. He won't offer anything in return, but you will make him happy.

Kahla Peaks



Ice Breaker

Some standing ice formations hold treasure chests. Others block paths. Use a Bash-trait weapon to crack through the frozen blockades.

Monster List

Name	Found
DARK BATMO	Night
DRAGODON	Day
ICE LEECH	Day/Night
POTO	Day
SABRE KITTY	Day/Night
SKY DRAGON	Day
TANPOLE	Day

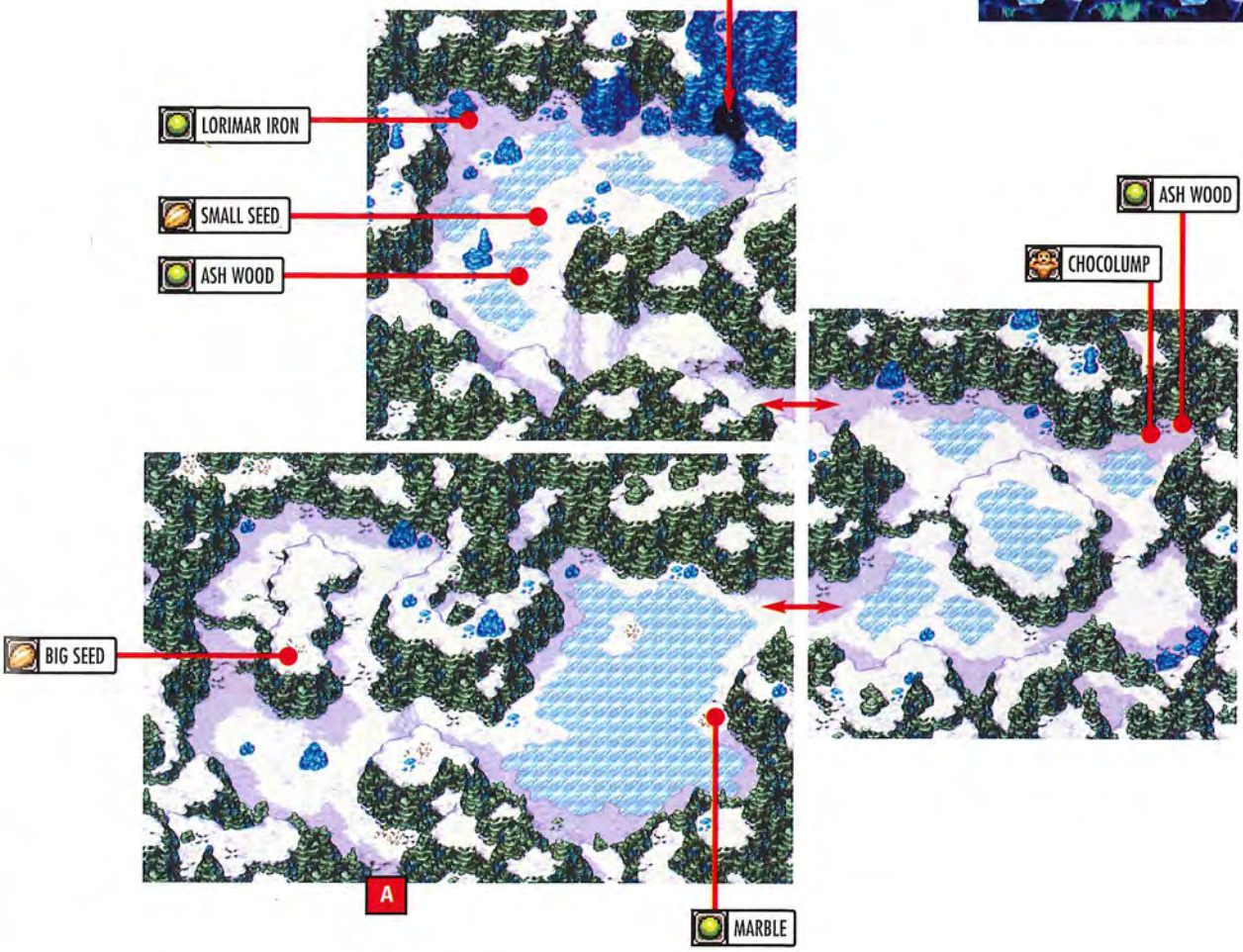
Quest: Trait Coin Trade

If you venture to Kahla Peaks after you do away with Malyris, you'll find magician Florent. He'll give you a spirit provided that you have 10 Trait Coins and three spirits of the same type.

Boss: Malyris

STATUS	
HP	574
POW	57
DEF	42
INT	61
MND	42
AGI	45
EXP	140
LV	165

Icy spider Malyris drops from the top of the cave and sends down freezing magic attacks. If your character is a strong magic user, equip him or her with the axe, mace or staff and use Salamander or Gnome spells. If your character's physical attacks are stronger, use the bow.



Chapter 8

The search for the Sword of Mana intensifies. The hero and heroine take separate journeys on identical paths to the prize.

The Hero's Path

Rocky Wilds Page 91

After spending some time in Lorimar Castle, the hero and Lester head to the snowfield armory, then launch to Rocky Wilds. There they take on tough enemies and use the flail to cross gaps.

PARTNER | WEAPON | SPIRIT

Subland River Page 92

The hero's journey through Subland River is much like his Rocky Wilds expedition—he slashes enemies and crosses gaps. He can jump over some gaps and use the flail to fly over others.

PARTNER | WEAPON | SPIRIT

Subsea Volcano Page 94

The underwater volcano is a fire-filled trap with exploding balls of lava and relentless creatures that spit molten goo. The hero and Lester fight their way through the heat to the Sword of Mana.

PARTNER | WEAPON | SPIRIT

Town of Ishe Page 81

Following his battle for the sword, the hero returns to Ishe to speak with Cibba about the weapon. He learns that the power doesn't come from the sword itself, but from the warrior who wields it.

PARTNER | WEAPON | SPIRIT

Chapter 8 Page 96

The Heroine's Path

Rocky Wilds Page 91

Rocky Wilds is a barren series of winding rock paths. The heroine and Lester explore the wilds, pick up treasures at dead ends and forge on to Subland River.

PARTNER | WEAPON | SPIRIT

Subland River Page 92

The river runs through a treacherous area that is packed to the gills with fishy creatures. The heroine pushes on through the river path and battles an octopus for the right to advance.

PARTNER | WEAPON | SPIRIT

Subsea Volcano Page 94

The final steps to the Sword of Mana are loaded with heated battles for the heroine and Willy. Together, they persevere to the sword's resting place.

PARTNER | WEAPON | SPIRIT

Town of Ishe Page 81

With the sword in hand, the heroine returns to Cibba in Ishe. Once there, she learns about the sword and about what is to be done next. Julius must be stopped.

PARTNER | WEAPON | SPIRIT

Chapter 8 Page 96

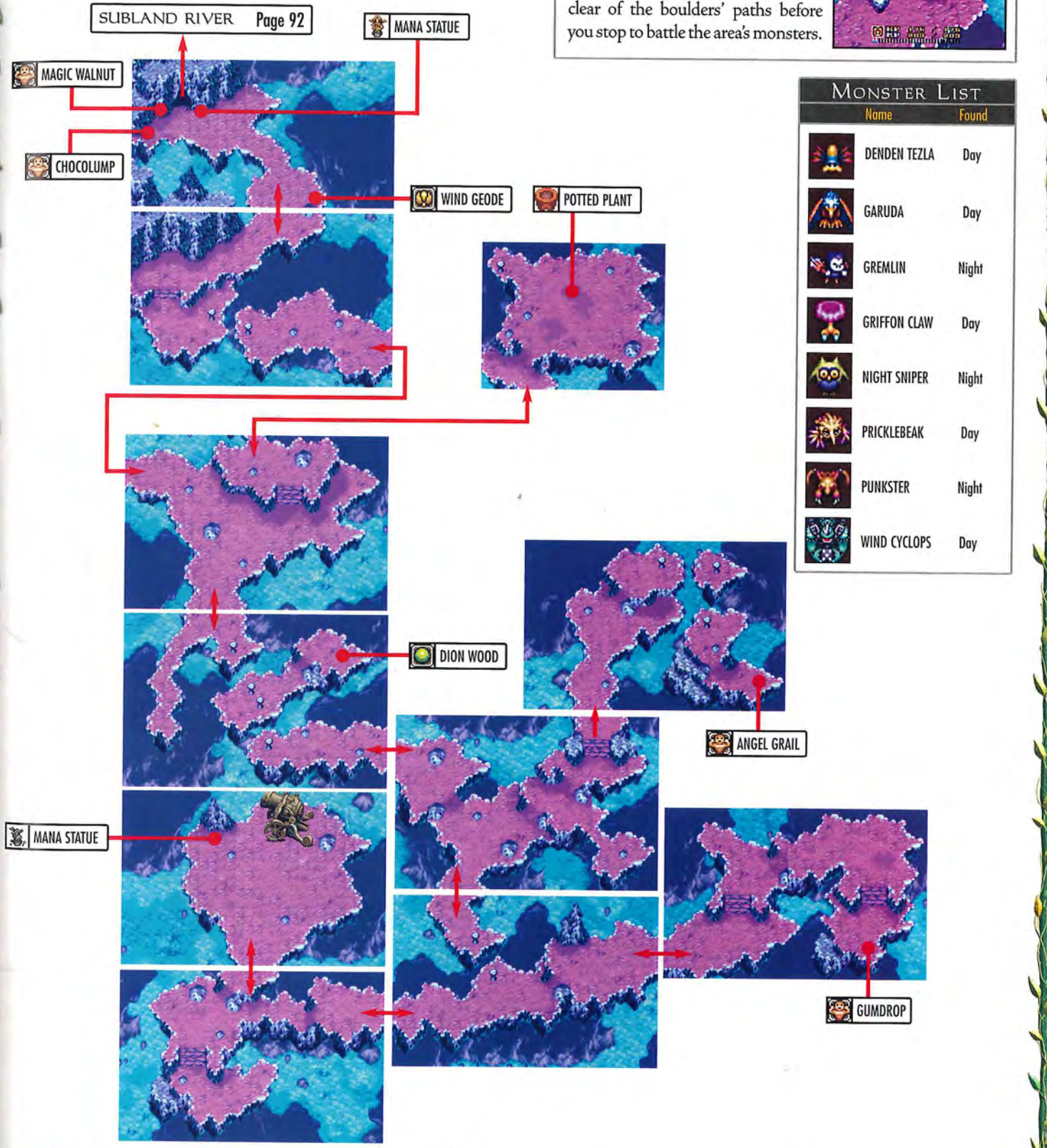
Rocky Wilds

Beware of Rocks

Boulders float over the Rocky Wilds path. If you come into contact with a boulder, you'll take damage. Run clear of the boulders' paths before you stop to battle the area's monsters.

Monster List

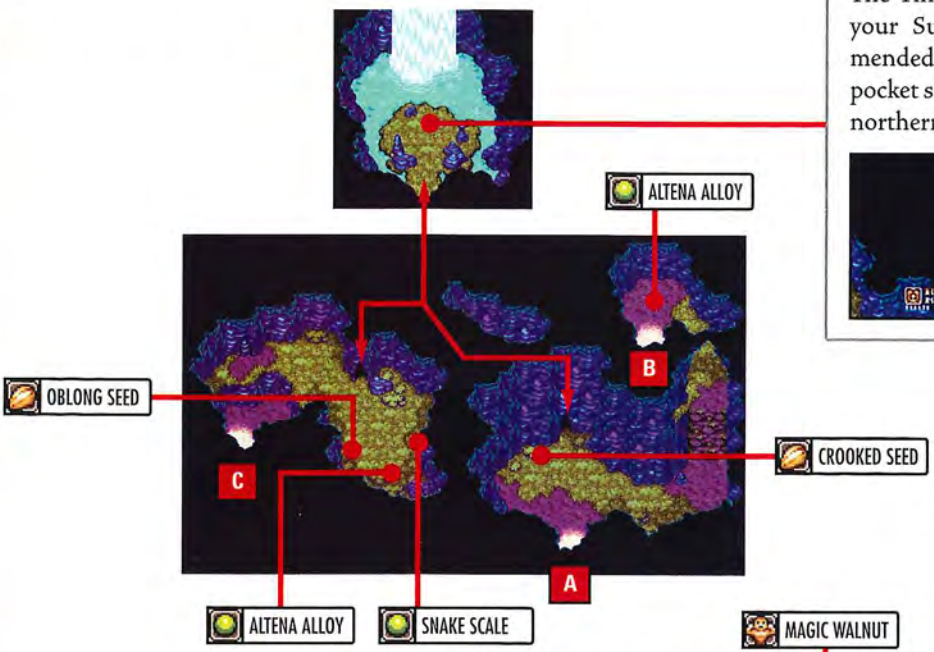
Name	Found
DENDEN TEZLA	Day
GARUDA	Day
GREMLIN	Night
GRIFFON CLAW	Day
NIGHT SNIPER	Night
PRICKLEBEAK	Day
PUNKSTER	Night
WIND CYCLOPS	Day

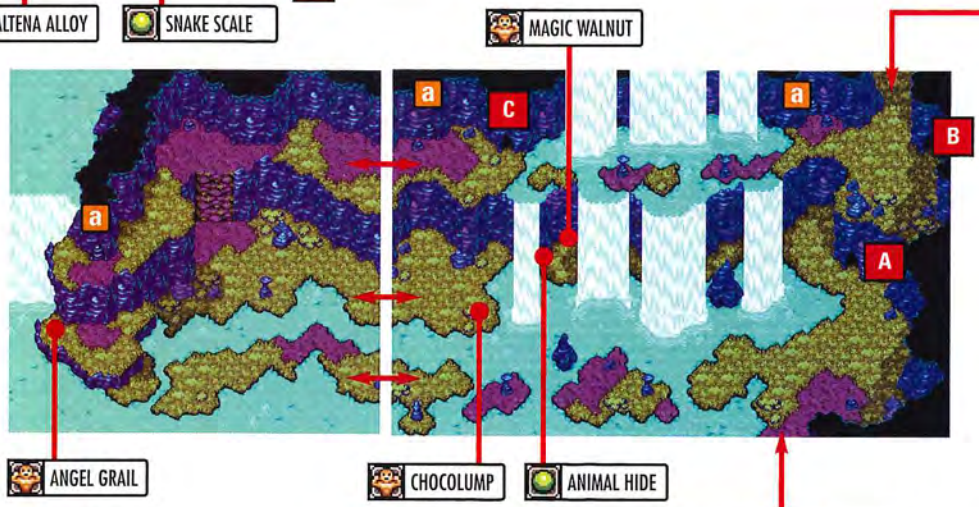


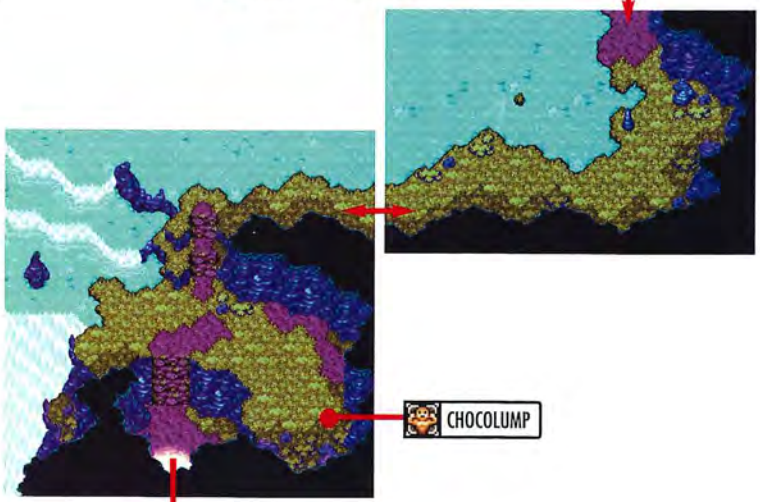
Subland River

Tap, Crawl and Collect

The Tiny Tapper is not required equipment for your Subland River journey, but it's recommended. By using the Tiny Tapper to shrink to pocket size, you can meet Mr. Brown in the cave's northern extremes and get the Brownie Earring.







ROCKY WILDS Page 91

Boss: Kraken

Octopus Kraken makes the rounds from one pool to the next, while parasitic fish float over the land paths. Equip your character with the Salamander spirit, stay near one pool where Kraken pops up and hit the beast with fire magic. You'll get in two good shots for every Kraken appearance.

STATUS	
HP	635
POW	70
DEF	45
INT	60
MND	45
AGI	48
EXP	170
LV	195

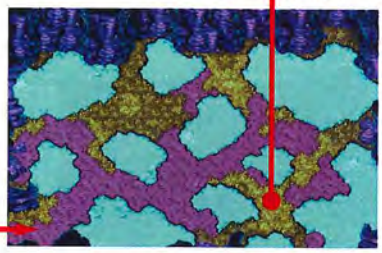
3 3

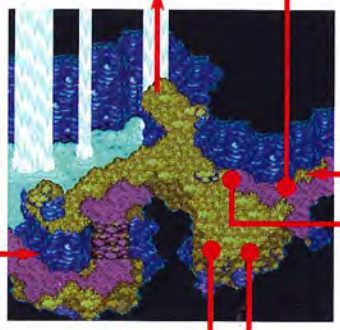
Warbot War Trigger

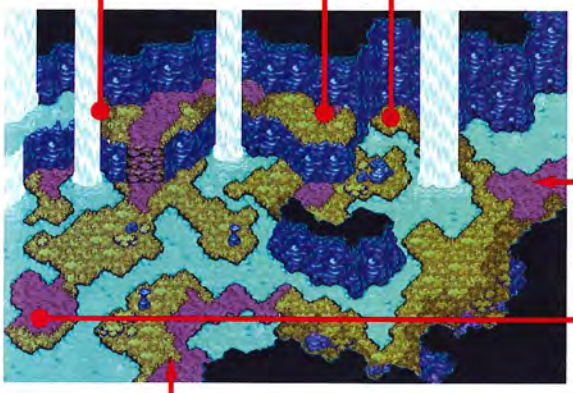
A relic from the Vandole Empire rusts away in the northeast corner. By examining the machine, you'll start the Kraken boss battle.

2 2

SUBSEA VOLCANO Page 94







ASH WOOD

UNDINE ICON

CHOCOLUMP

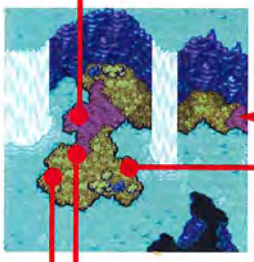
MANA STATUE

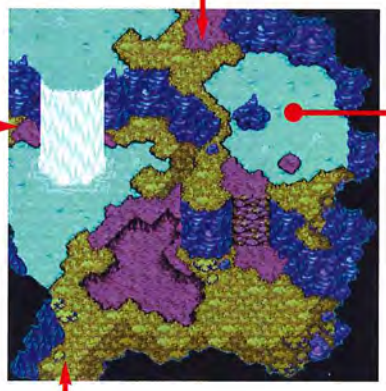
ROUNDED SEED

SPINY SEED

ANGEL GRAIL

GATOR SKIN





FISH SCALE

WATER COIN

LORIMAR ALLOY

Monster List

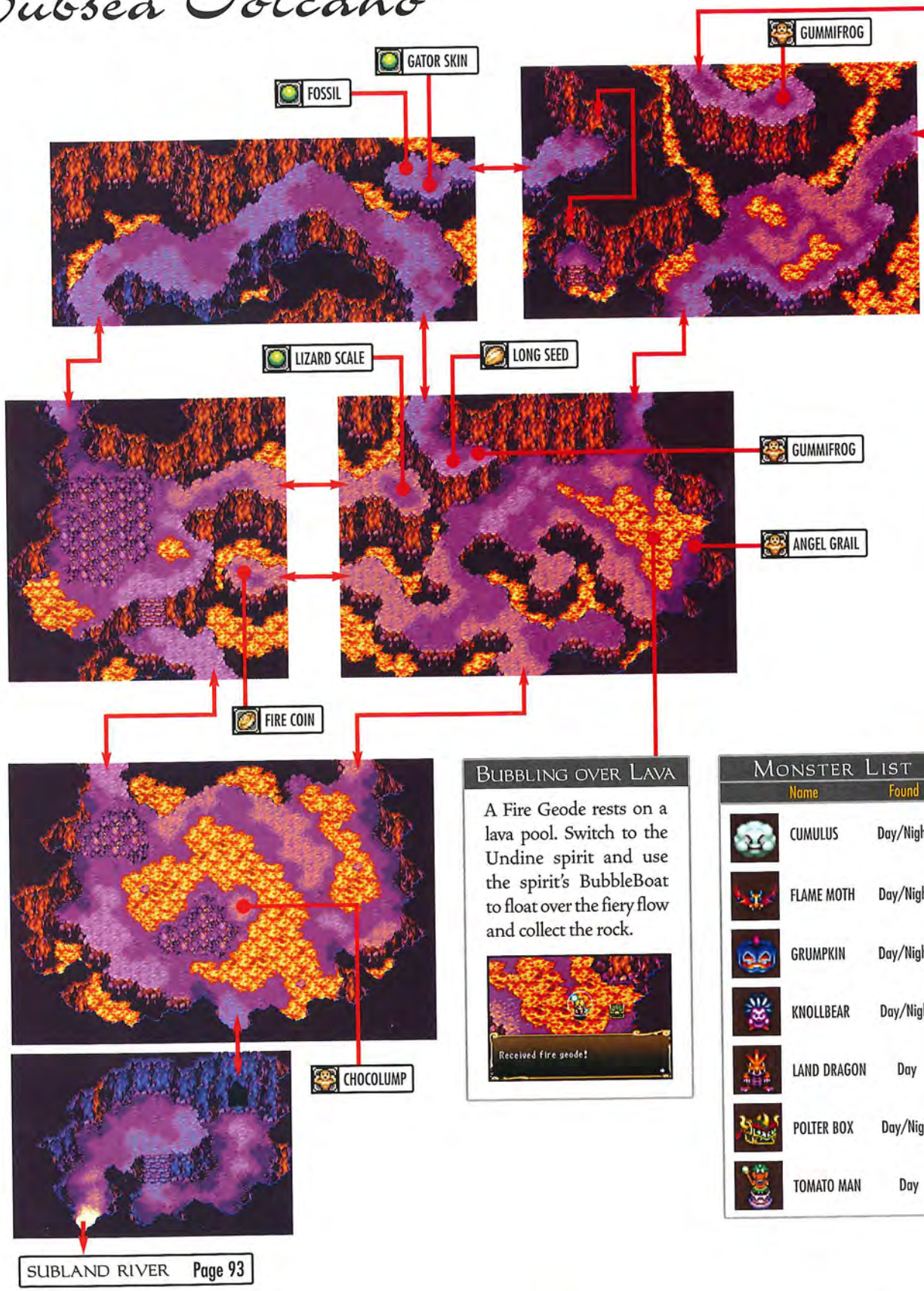
Name	Found
BIG BABY	Day
CLINCHER CRAB	Day/Night
KILLAFISH	Day/Night
POLTER BOX	Day/Night
SAHAGIN	Day
SEADRAGON	Night
TAXIBIRD	Day

The Drain Game

A small lake blocks the way in Subland River's southeast corner. To drain the lake, you must move the rocks that block the water's flow at the three points marked "a" on the map.

1 1

Subsea Volcano



SUBLAND RIVER Page 93

Bubbling over Lava

A Fire Geode rests on a lava pool. Switch to the Undine spirit and use the spirit's BubbleBoat to float over the fiery flow and collect the rock.

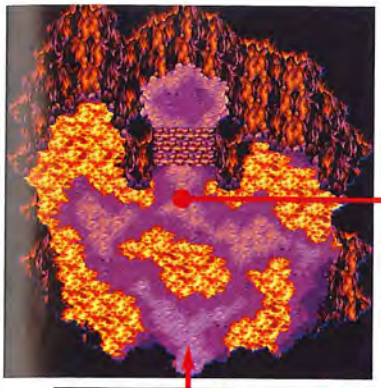
Monster List

Name	Found
CUMULUS	Day/Night
FLAME MOTH	Day/Night
GRUMPKIN	Day/Night
KNOLLBEAR	Day/Night
LAND DRAGON	Day
POLTER BOX	Day/Night
TOMATO MAN	Day

Boss: Efflite

Undine is your spirit of choice in the battle for the Sword of Mana. Efflite appears in three fiery forms—a small creature, a large creature and a lava bubble. Equip your character with a Bash-trait weapon and douse the various versions of the boss with water magic. Keep running and stay away from lava pools.

STATUS	
HP	682
POW	70
DEF	40
INT	67
MND	40
AGI	62
EXP	180
LV	225



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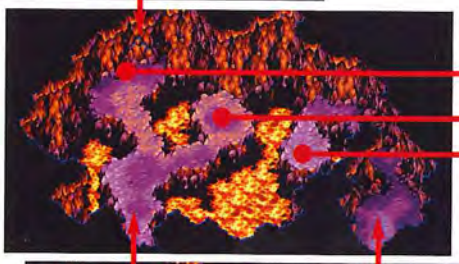


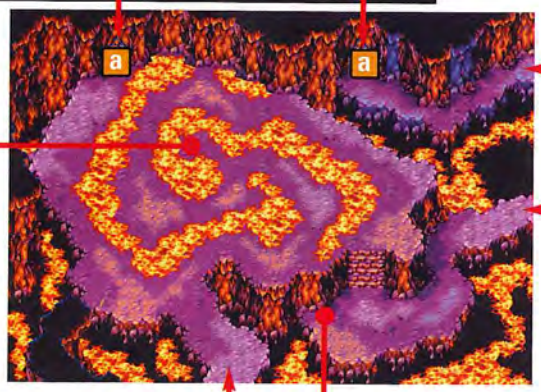
MANA STATUE

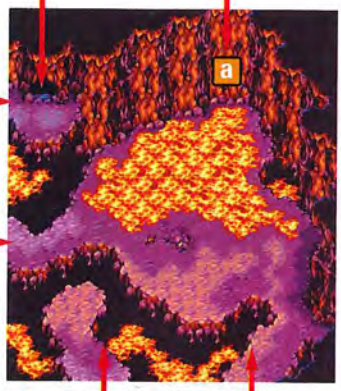
MAIA LEAD

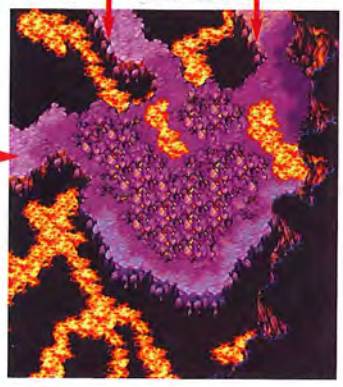
Enter Battle

Another warbot lies, in ruin, at the north end of the volcano passage. Save your progress at the Mana Statue, then examine the warbot to jump into the Efflite boss battle.

4 4







JADD HEMP

SPINY SEED

Big Break

Three weak sections of the volcano chamber's walls are marked "a" on the map. Use any weapon to break the wall, then move on through new openings.

Chapter 9

Lines have been drawn. The true villains have shown themselves. The hero and heroine make a final effort to stop the rise of Julius.

The Hero and Heroine's Path

Sealed Cave

Page 97

When the hero and heroine arrive at the steps of Ruined Passage on their way to Dime Tower, Goremand appears before them and explains that they must conquer Sealed Isle before they can advance. The adventuring pair returns to the armory south of Ishe, then flies to Sealed Cave. There they take on a new group of tough monsters, headed by the beastly Lich.

PARTNER OR | WEAPON | SPIRIT

Ruined Passage

Page 99

Ruined Passage has moving parts. As the hero and heroine explore the building, they manipulate switches that adjust the height of the floor and give the adventurers access to new portions of the passage. The pair's hard work pays off when they reach the entrance to Dime Tower—the next step in their journey is to find Julius.

PARTNER OR | WEAPON | SPIRIT

Dime Tower

Page 101

Many monsters and locked doors slow the hero's and heroine's separate paths to the top of Dime Tower. Individually, they join up with a lonely warbot and use the machine to decipher the tower's clues. At the top of the tower, they take on a living statue—Golem—that is invincible when it's moving. When the battle comes to an end, the tower falls and the adventurers move on to their last battleground.

PARTNER | WEAPON | SPIRIT

Mana Sanctuary & Temple

Pages 105, 108

The adventure comes to a close in the Mana Sanctuary and the Temple. After navigating the sanctuary maze, taking on countless wandering monsters and a dragon, the adventurers enter the temple, where they finally catch up to Julius. A long exchange between the hero, heroine, Julius and the adventuring pair's surviving partners clears up all of the story's loose ends and reveals the truth about the heroine's heritage. At long last, a battle between the adventurers and Julius decides the fate of the world.

PARTNER OR | WEAPON | SPIRIT

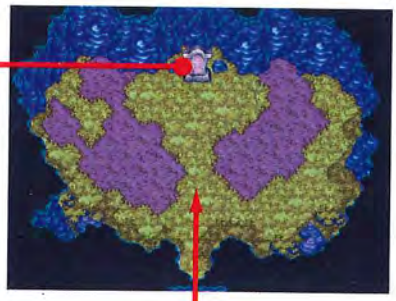
Sealed Cave

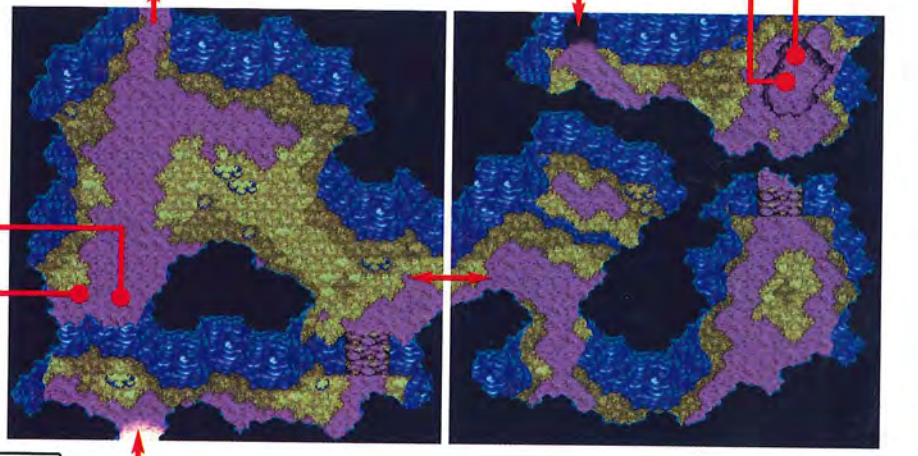
Boss: Lich

Lich's spinning scythe hits anyone who approaches the beast. Stay back and attack Lich from a distance. Use the bow if your character has strong physical attributes. Employ the Wisp spell and a Bash-trait weapon if your character is more of a magic specialist.

STATUS	
HP	707
POW	71
DEF	45
INT	76
MND	54
AGI	53
EXP	200
LV	270

2 2





A Page 98

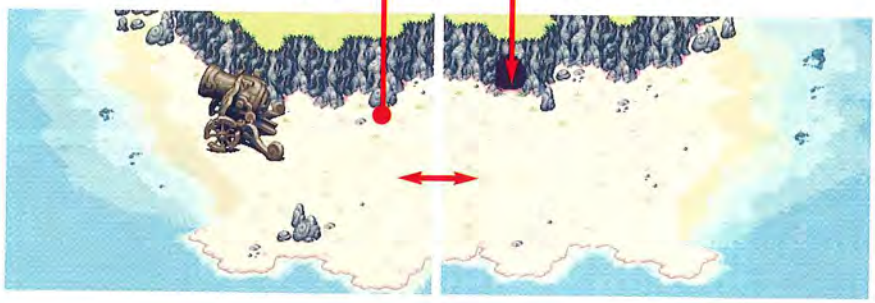
SHADE ICON

ANGEL GRAIL

CHOCOLUMP

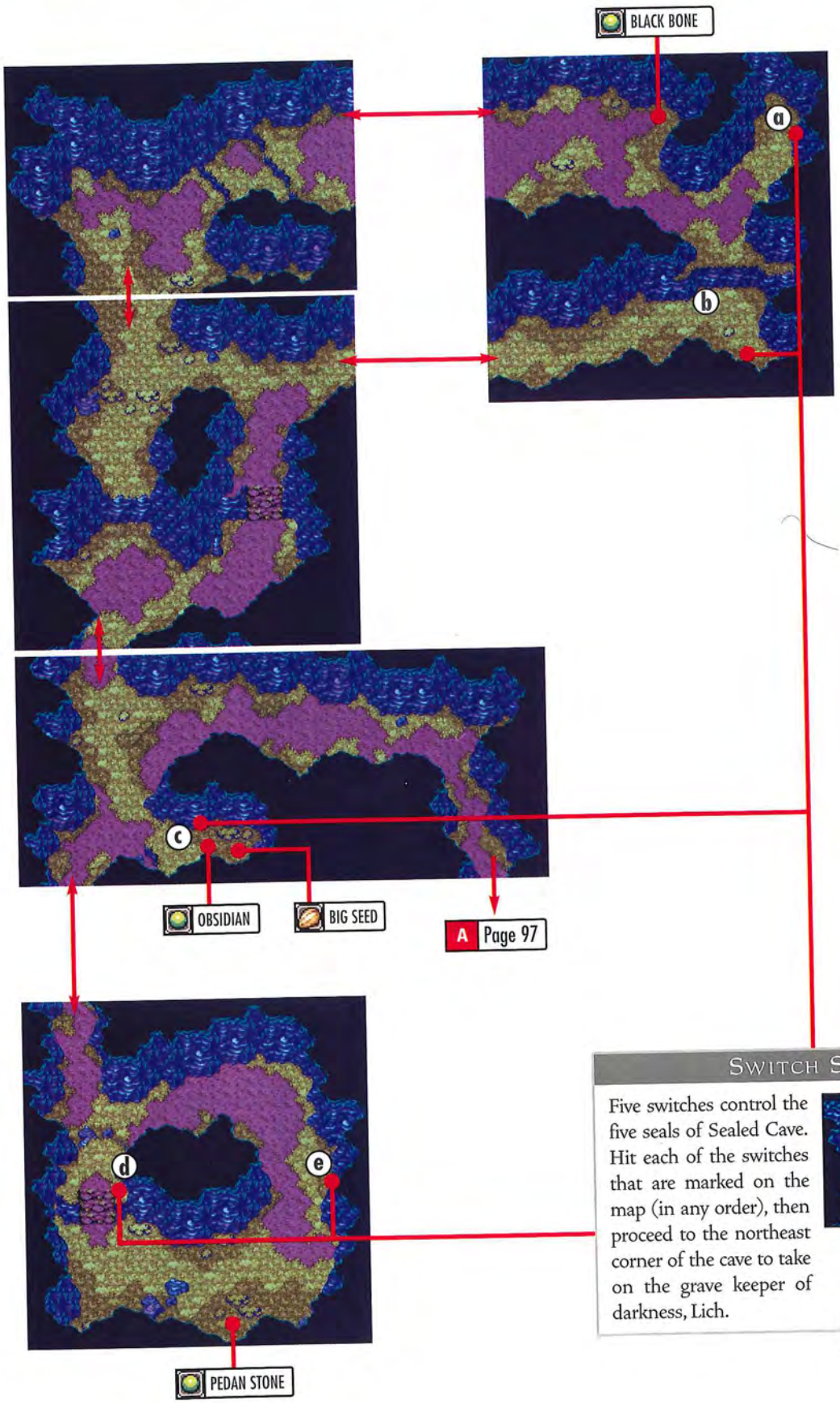
MOON COIN

MANA STATUE



Monster List

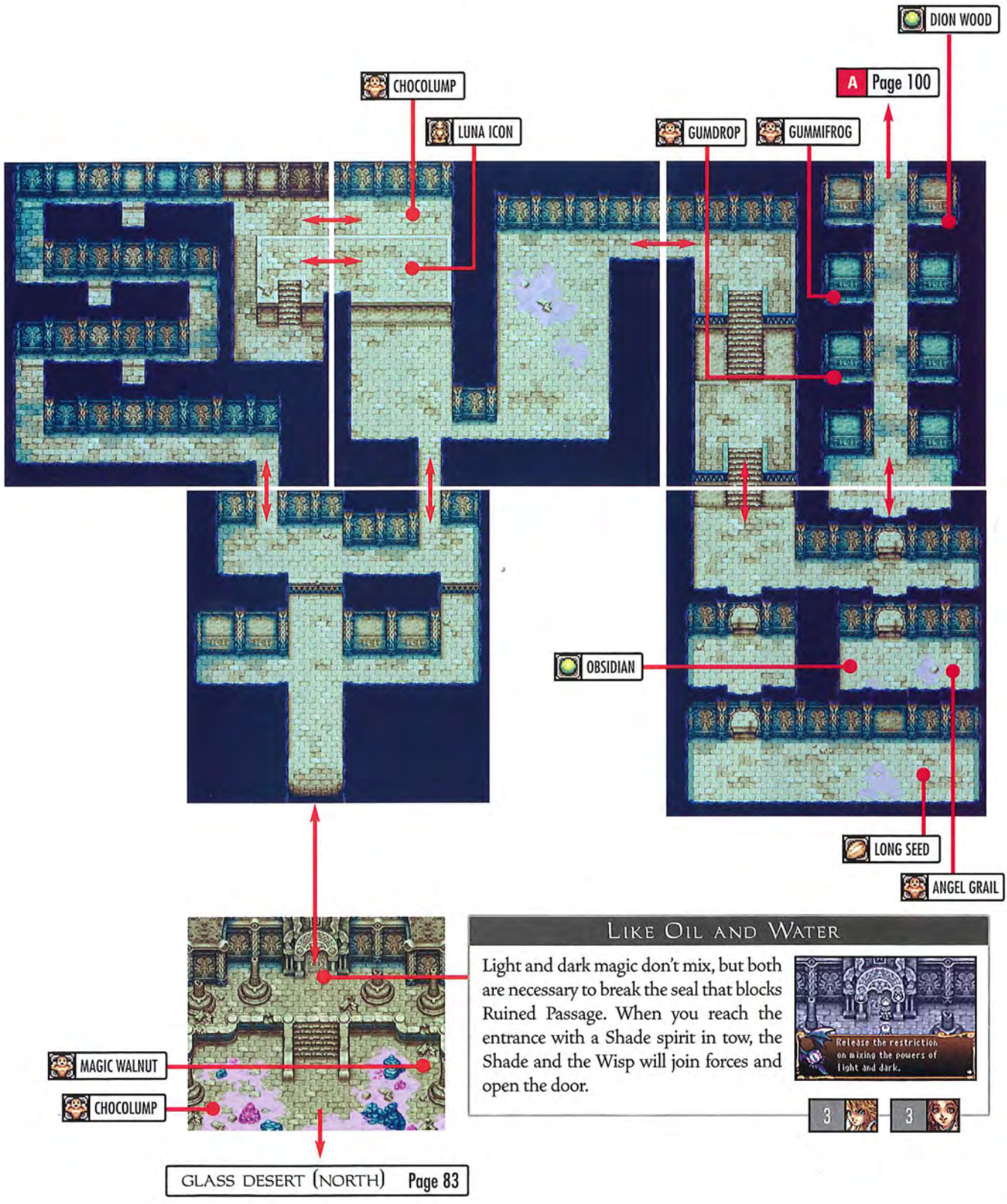
Name	Found
APE MUMMY	Night
BLOODY BJORN	Night
GHOUL	Night
HOPPIN' TICK	Day
KAISER MIMIC	Day
SHADOW ZED	Day/Night



Switch Seals

Five switches control the five seals of Sealed Cave. Hit each of the switches that are marked on the map (in any order), then proceed to the northeast corner of the cave to take on the grave keeper of darkness, Lich.

Ruined Passage



Like Oil and Water

Light and dark magic don't mix, but both are necessary to break the seal that blocks Ruined Passage. When you reach the entrance with a Shade spirit in tow, the Shade and the Wisp will join forces and open the door.

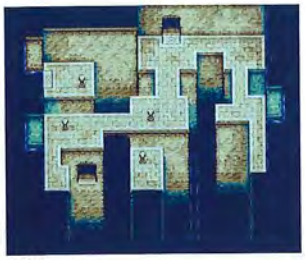
3 3

Elevation Adjustments

By checking the switches in Ruined Passage, you'll see that they have Land, Sea and Sky settings, which refer to the elevation of the floor sections that they control. Consult the table to the right, match the switches to the letters and set the switches to the corresponding levels. Your actions will open the Dime Tower path.

a	LAND
b	SKY
c	SEA
d	LAND
e	SEA
f	LAND

LAND



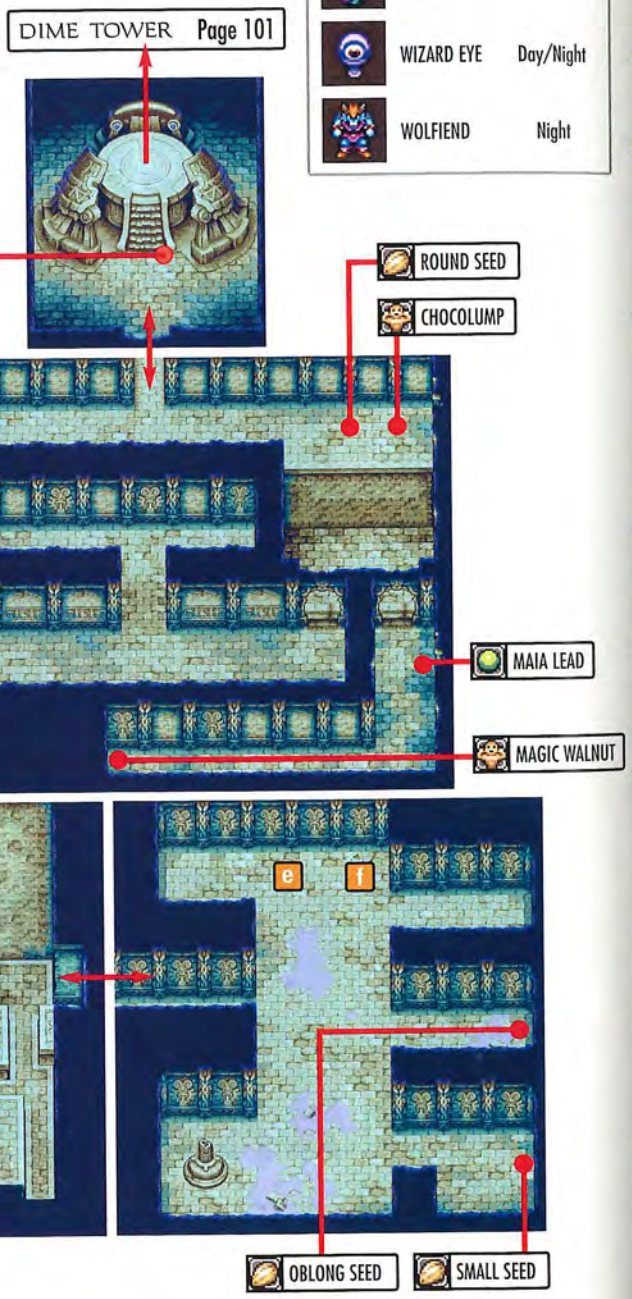
SKY

Point of No Return

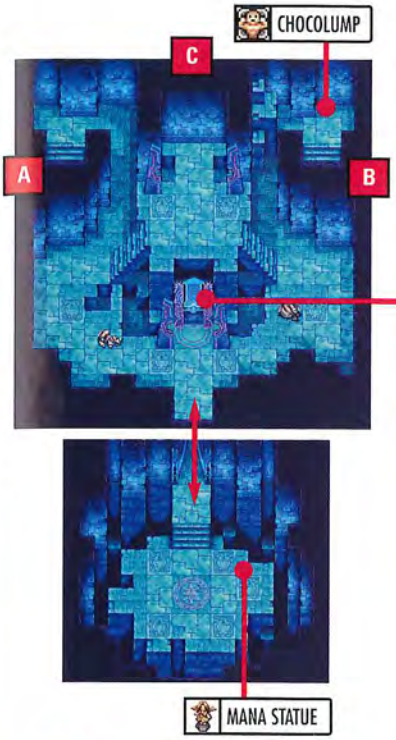
Once you make your way to Dime Tower, there will be no turning back. Collect the loose items around the tower entrance and move on. When you arrive at the tower, you'll find a Mana Statue where you can replenish your HP and MP.

Monster List

Name	Found
BEHOLDER	Day
DULLAHAN	Night
HELLHOUND	Night
SPRINGBALL	Day
VIPER	Day
WIZARD EYE	Day/Night
WOLFIEND	Night



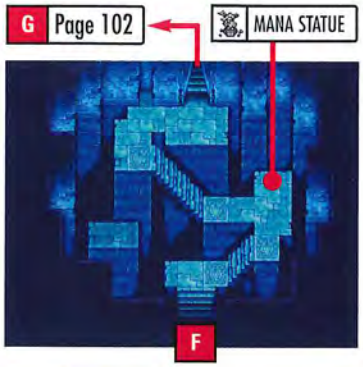
Dime Tower



Mana Message

Once Marshall the warbot is with you, you'll be able to decipher the cryptic writing on the room's plaque. It's a clue about the Mana-related function of Dime Tower.

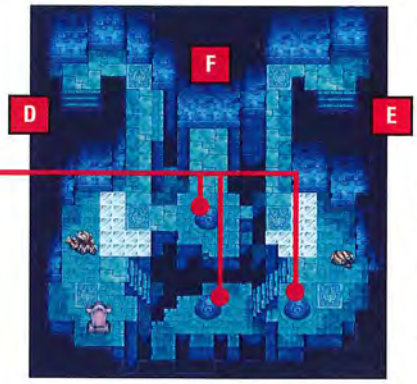
6 6



One, Three, Five

You'll have to move in and out of the room a few times to solve the puzzle of the three eyelike statues. Hit the southeast statue once, the central statue three times, and the south-central statue five times to make the north door open.

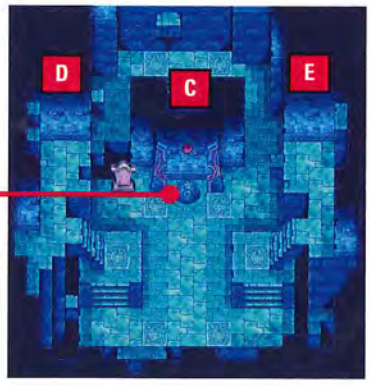
8 8

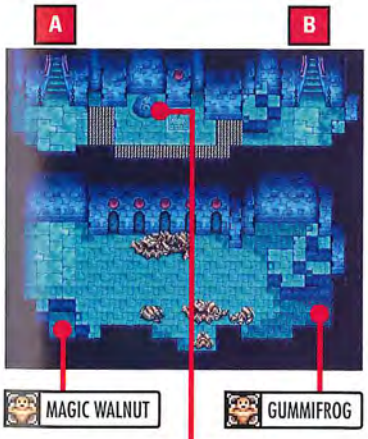


Triple Tap

Marshall will decode a message that will clue you in to hitting the room's sunken eye three times. After the third hit, the eye will glow, a red light will illuminate and the room's side exits will unlock.

7 7





Power On, Warbot

An object that looks like a sunken Eye Spy sits in Dime Tower's basement, surrounded by spikes. When you interact with the object, it will come to life and power up warbot Marshall. Walk south to meet the machine.

5 5

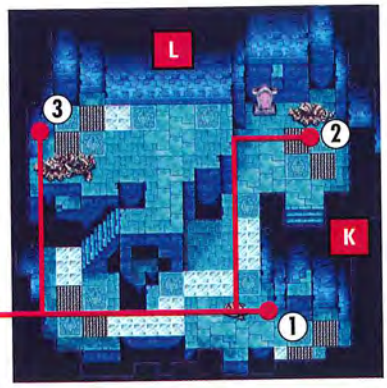
Monster List

Name	Found
CHESS KNIGHT	Day
COPPER KNIGHT	Day
GHOSTUM	Day/Night
MACHINE GOLEM	Day
STAINED SWORD	Night
VOO DOLL	Day

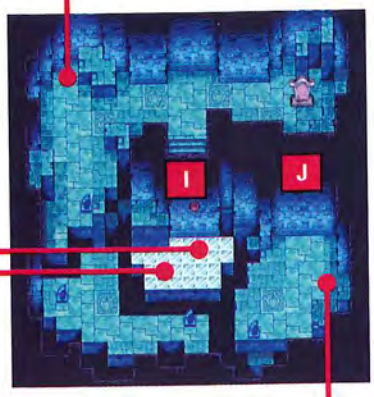
Long-Distance Breakup

Two Metaballs sit on the silvery surface of the sixth floor's center. By breaking them, you'll gain access to the next floor. Hit the left one with your mace and the right one with an arrow or your flail.

10 10



BIG SEED



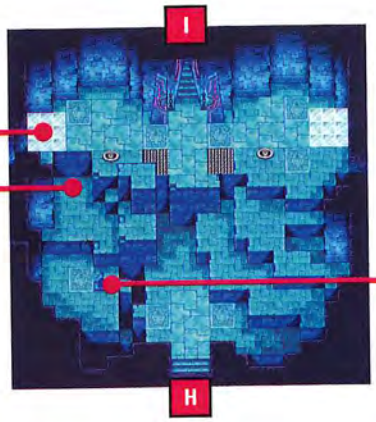
GUMDROP

Switch Around

To open the door that leads to the next floor, you must hit the switches in the order shown on the map. Run from the enemies if they gang up on you.

11 11

MANA STATUE



MENOS BRONZE

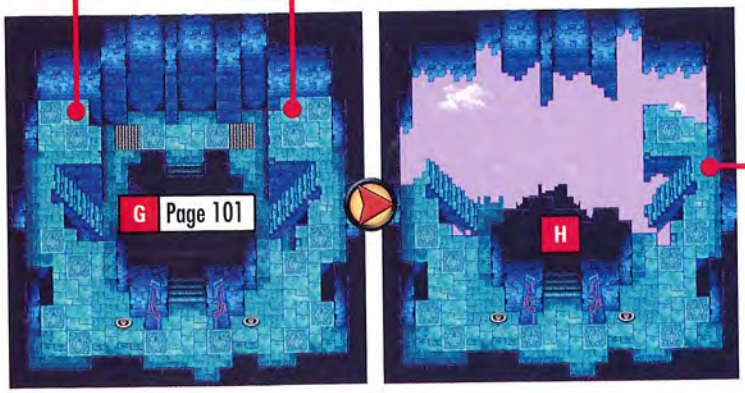
CHOCOLUMP

Flail Wildly

While the monsters take their best shots at you, switch to the flail then use it to fly over to the fifth floor's southwest corner. From there, you'll be able to fight the beasts safely.

JADD HEMP

GRANZ STEEL



Breakdown

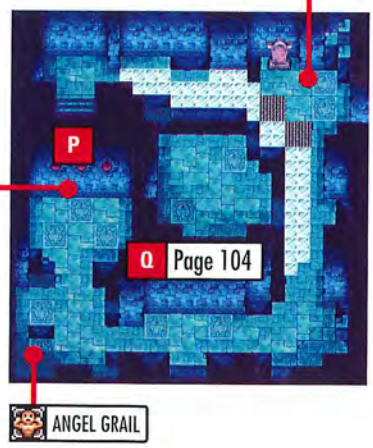
After you touch floor panels at the top of either of the stairs in the fourth-floor room, the northern half of the room will break away. If you want to collect the contents of both treasure chests, climb the western stairs.

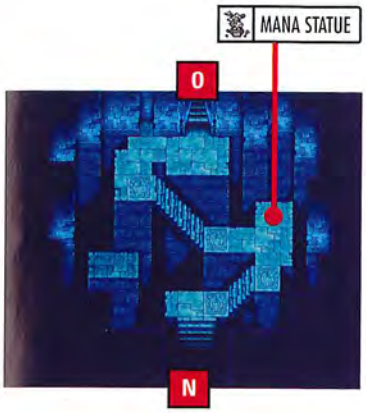
9 9

Get the Ghostums

A group of Ghostums populates the center section of the eleventh floor. You must defeat them to complete the puzzle of the last three floors. Hit them with Wisp magic or with Marshall's laser.

15 15

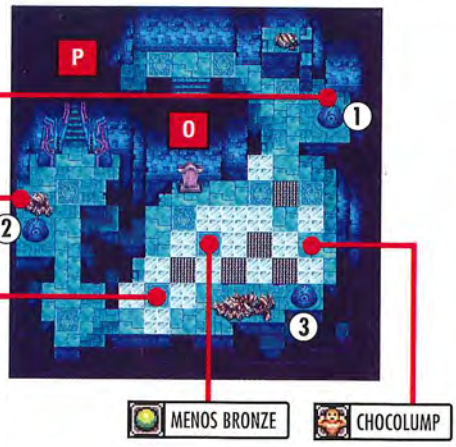


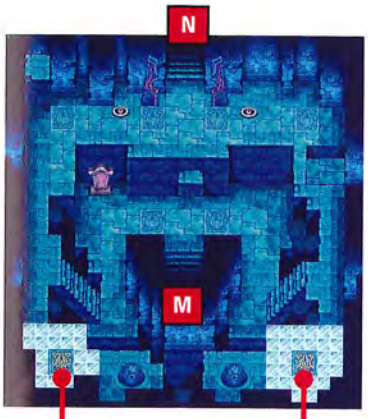


Once Around

Three eyelike statues act as triggers for the door on the eleventh floor. Hit the statues in the order shown on the map.

14 14

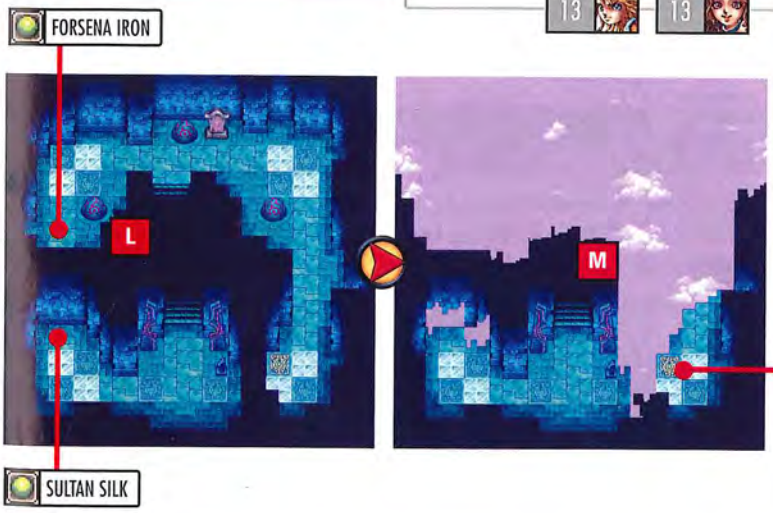




Two Triggers

The yellow floor panels on the ninth floor contribute to unlocking a door on the eleventh floor. Touch each of them once before you advance to the next area.

13 13



Fallaway Floor

The clue on the tower's eighth floor will tell you to hit the floor's eyelike statues three times each. After you've tapped and illuminated the statues, walk onto the yellow floor panel in the southeast corner to make the northern section fall away.

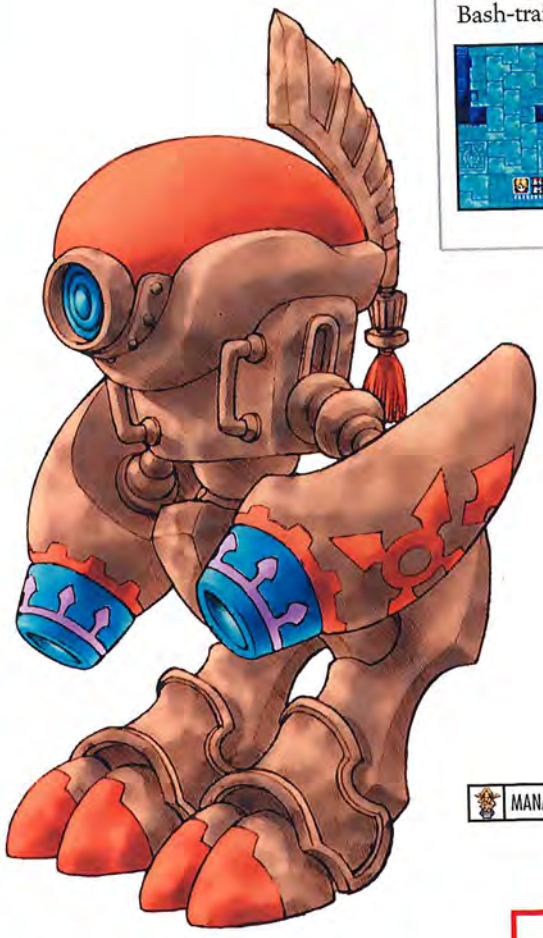
12 12

Boss: Golem

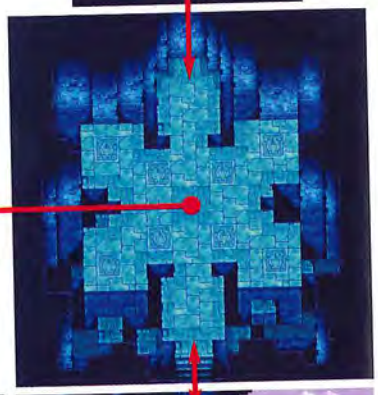
You can't damage machine-statue Golem when it's moving. Wait for it to stop and glow white before you attack. If your character is physically adept, hit the creature with Bash- or Jab-trait weapons. If your character is magically inclined, use Wisp magic with a Bash-trait weapon equipped.

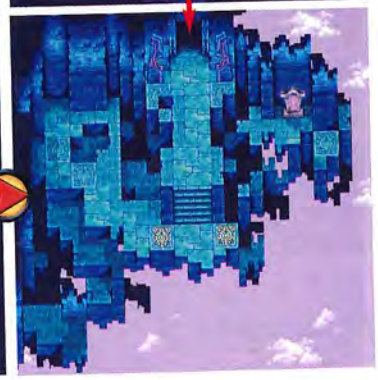
STATUS	
HP	729
POW	80
DEF	50
INT	78
MND	50
AGI	54
EXP	220
LV	300

17 17



MANA SANCTUARY Page 105

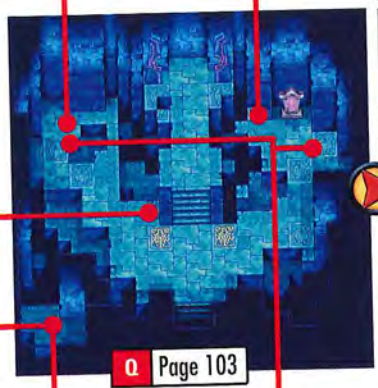




MARBLE

ANGEL GRAIL

MANA STATUE



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ALTENA ALLOY

Dark Treasure Passage

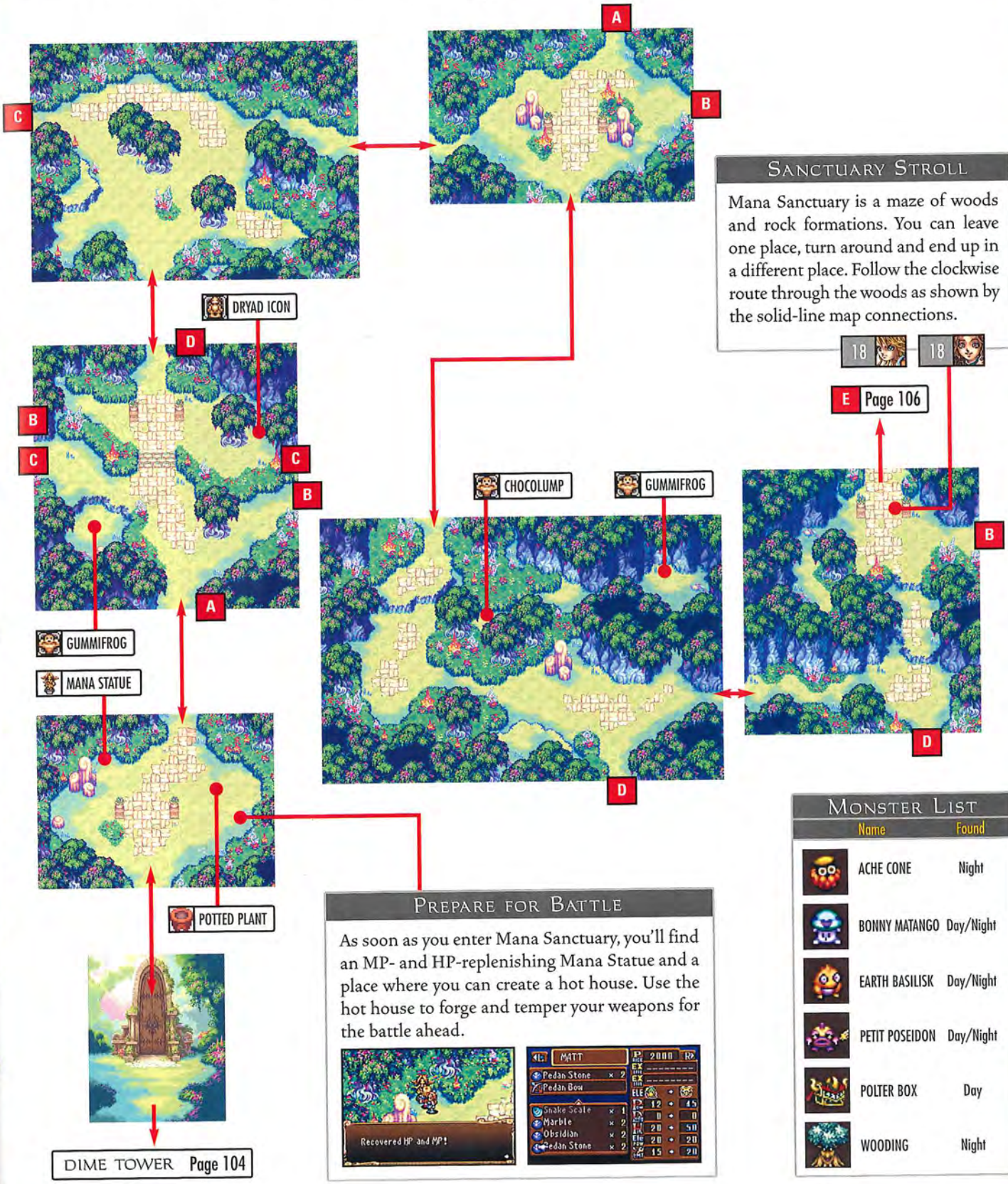
The path to the treasure chest that contains Altena Alloy is cloaked in darkness. Walk to the area pictured to the right, then jump south into the hidden path. The path doglegs to the southwest corner.

Floor Quake

The two panels near the east and west walls of the twelfth floor will illuminate after you touch them. Once both panels are lit, walk to the center of the room. The tower will shake, the floor will fall away and the northern door will open.

16 16

Mana Sanctuary



Sanctuary Stroll

Mana Sanctuary is a maze of woods and rock formations. You can leave one place, turn around and end up in a different place. Follow the clockwise route through the woods as shown by the solid-line map connections.

Prepare for Battle

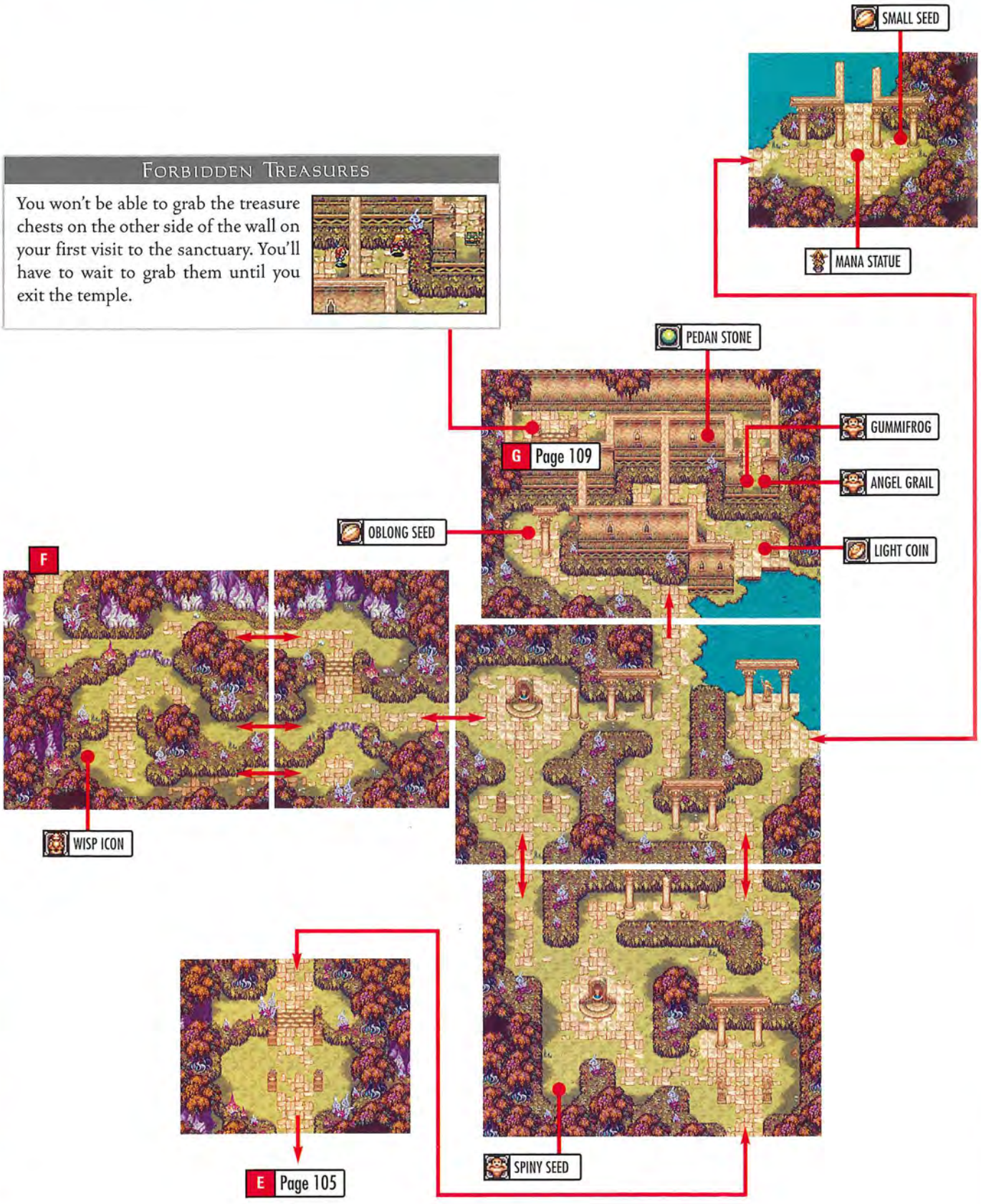
As soon as you enter Mana Sanctuary, you'll find an MP- and HP-replenishing Mana Statue and a place where you can create a hot house. Use the hot house to forge and temper your weapons for the battle ahead.

Monster List

Name	Found
ACHE CONE	Night
BONNY MATANGO	Day/Night
EARTH BASILISK	Day/Night
PETIT POSEIDON	Day/Night
POLTER BOX	Day
WOODING	Night

Forbidden Treasures

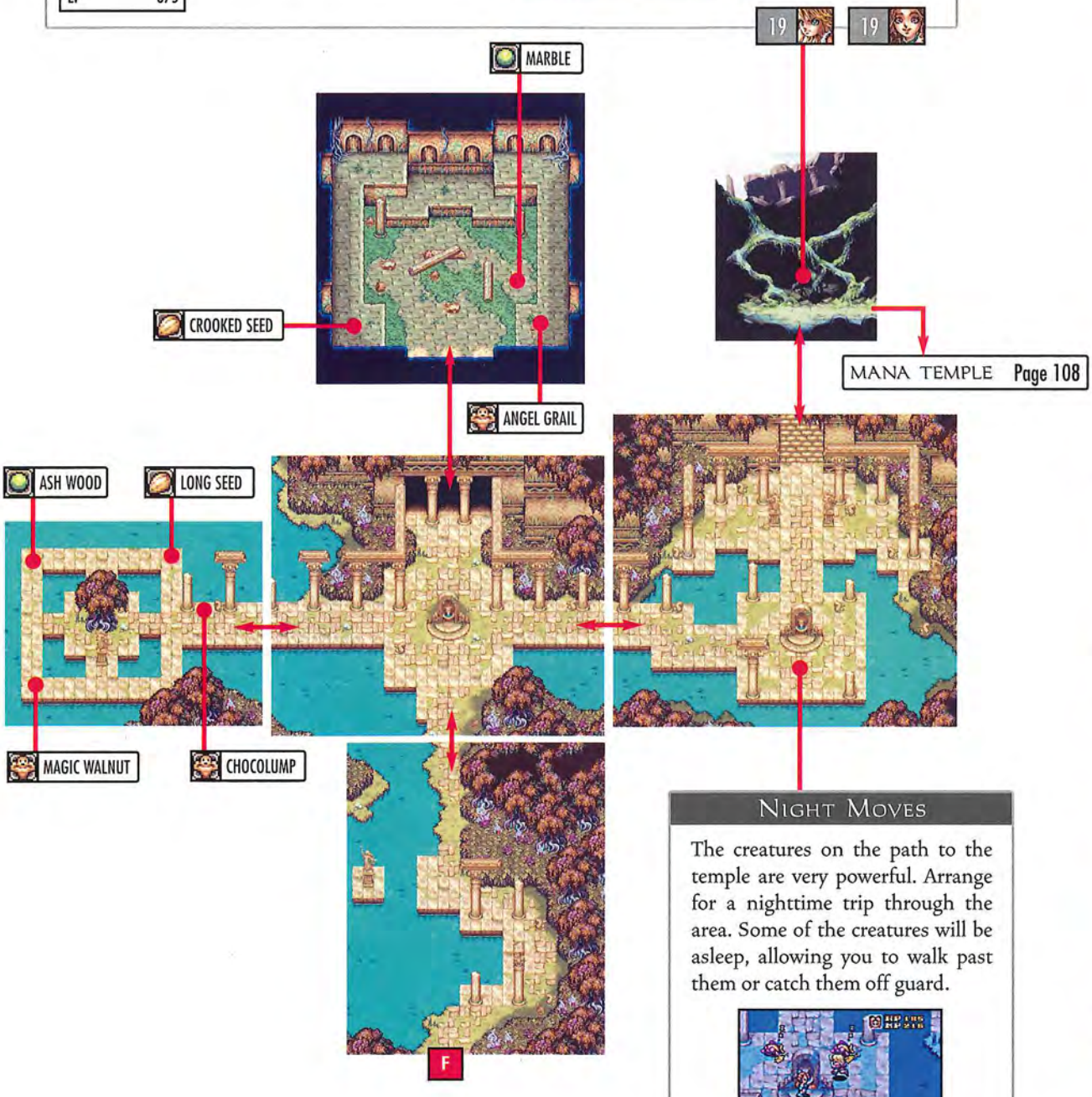
You won't be able to grab the treasure chests on the other side of the wall on your first visit to the sanctuary. You'll have to wait to grab them until you exit the temple.



Boss: Demagon

STATUS	
HP	800
POW	84
DEF	65
INT	85
MND	55
AGI	57
EXP	250
LV	375

Julius's shadow will sic Demagon on you in the heart of Mana Sanctuary. The creature is a huge dragon that you'll never see all at once. If your character is best at physical attacks, hit the tail with Bash- or Jab-trait weapons. If your character's magic attacks are stronger, attack the tail and the offscreen head using Luna magic.



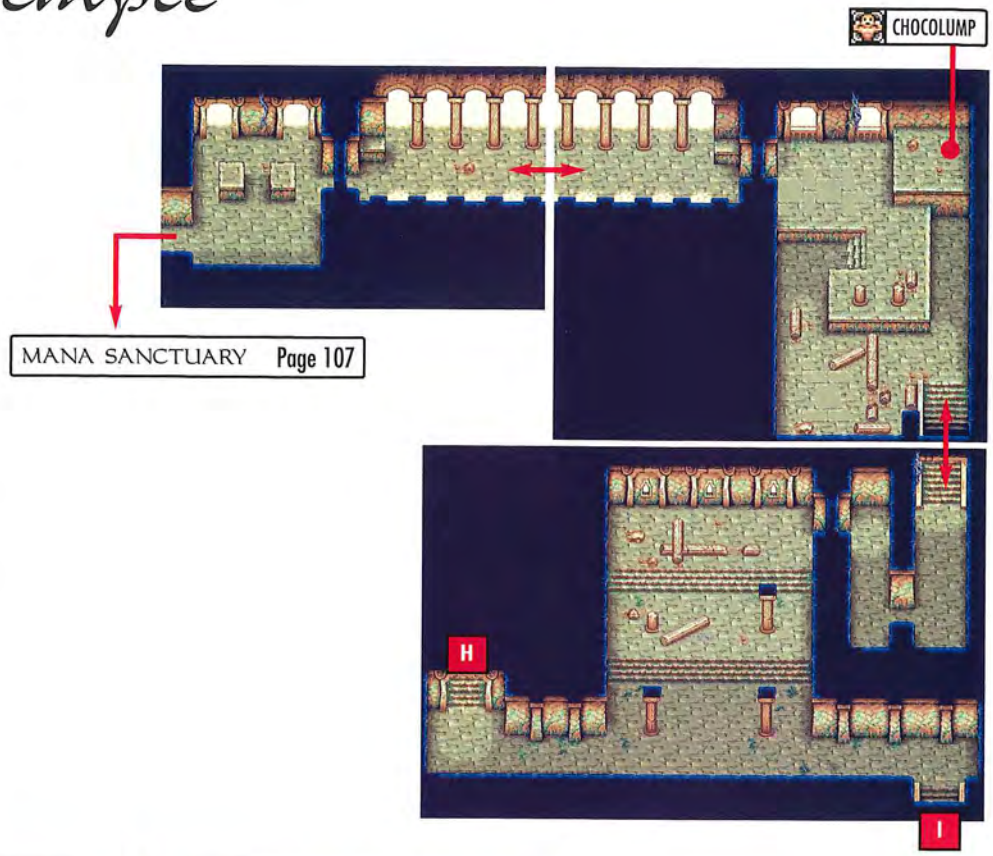
Night Moves

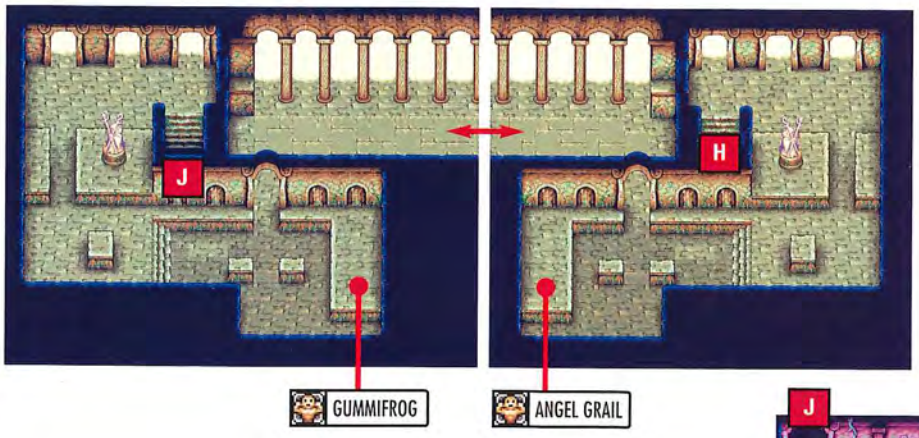
The creatures on the path to the temple are very powerful. Arrange for a nighttime trip through the area. Some of the creatures will be asleep, allowing you to walk past them or catch them off guard.

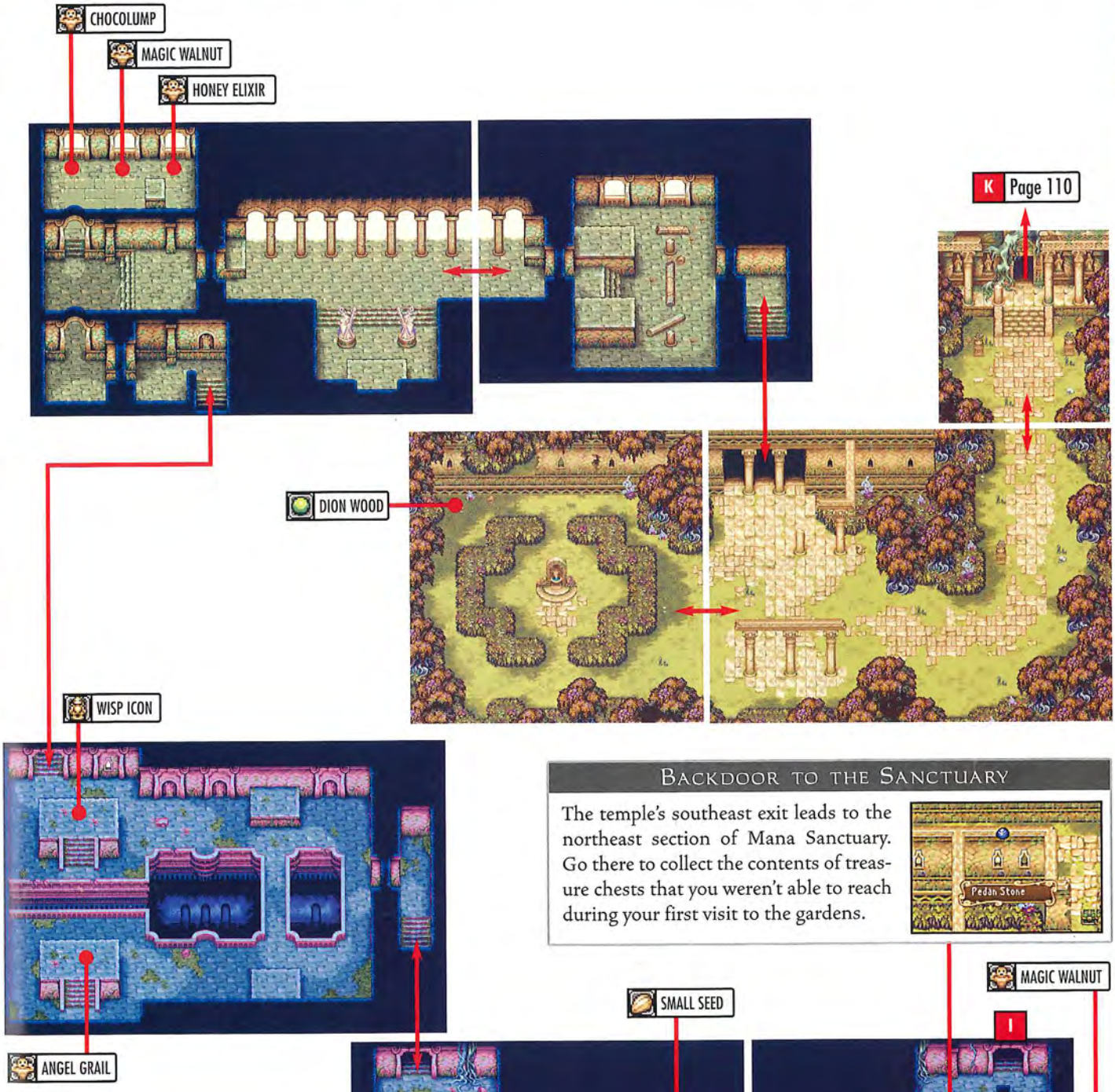
Mana Temple

Monster List

Name	Found
ACHE CONE	Night
BONNY MATANGO	Night
EARTH BASILISK	Day
MEAN MASK	Night
MOLDY GOO	Day
PETIT POSEIDON	Day
SHAMANION	Day
TURTLE SHELLY	Day
WORMWOOD	Night

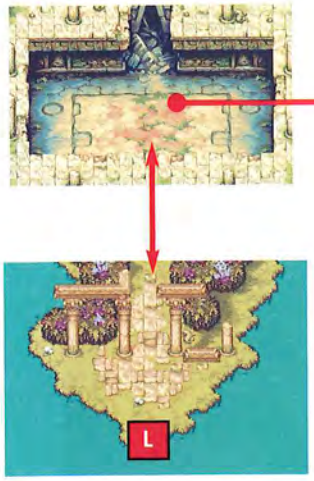






Backdoor to the Sanctuary

The temple's southeast exit leads to the northeast section of Mana Sanctuary. Go there to collect the contents of treasure chests that you weren't able to reach during your first visit to the gardens.



Boss: Julius

STATUS	
HP	500/700/1,500
POW	80/85/90
DEF	60/65/70
INT	80/85/90
MND	60/65/70
AGI	65/65/70
EXP	200/250/—
LV	—

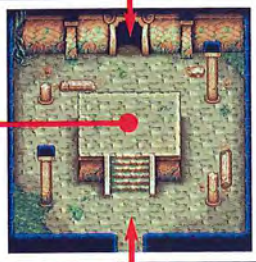
Three versions of Julius appear, one after the other. The first one summons other creatures. Battle the beasts if they get close, but focus on Julius. The second Julius uses decoys. Wait for them to disappear, then strike the real fiend. The third time Julius appears, he'll change magical affiliations on the fly. Try different attacks after every color change.

Julius's first incarnation often surrounds himself with a magical shield. Keep an eye on him, but don't attack—he's invincible when the shield is up.

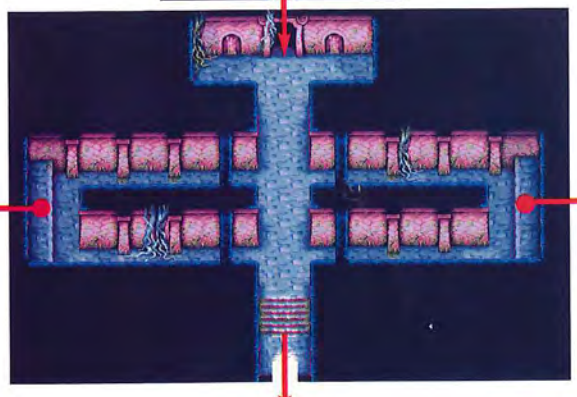
After Julius's second-version decoys disappear, he'll send out strong magic. Steer clear and strike the magician with physical attacks or Undine magic.

The third version of Julius can poison you with his magic blasts. Run around the edge of the screen to avoid them.

When Julius is static in the center of the screen, he's at his most vulnerable. Hit him with repeated physical and magical attacks.



MANA STATUE



DRYAD ICON

HONEY ELIXIR

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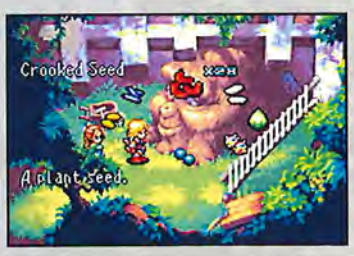
20 20

Pointed Info

Orchard Harvest

By collecting seeds and giving seed pairs to Trent in the hot house's orchard, you can grow item-tempering fruits and veggies.

Dwarves temper your armor with fruit and your weapons with veggies. Every time they temper an item, it advances by one point in one of four categories as shown in the first two tables below. The remaining tables show which fruits and veggies spring from seed combinations on particular days of the week. For example, on Luna day, two Round seeds fuse to grow Bellgrapes. On Salamander day, the same seeds produce Lilipods.



ARMOR

FRUIT TYPE	SLASH DEF.	BASH DEF.	JAB DEF.	ELE DEF.
BELLGRAPES				▲
DICEBERRY			▲	
PEACH PUPPY		▲		
APPLESOCKS	▲			
ORANGE'OPUS			▲	▲
CITRISQUID	▲	▲		
SPRINGANANA		▲		▲
MANGOLEPHANT	▲		▲	
ROCKET PAPAYA		▲	▲	
LOQUAT-SHOES	▲			▲
BOARMELON	RANDOM			
PINO O'CLOCK		▲	▲	▲
RHINOLOUPE	▲		▲	▲
KITTYPIE	▲	▲		▲
CHERRY BOMBS	▲	▲	▲	
FISHY FRUIT	▲	▲	▲	▲

WEAPONS

VEGGIE TYPE	POWER	DODGE	HIT	ELE POWER
LILIPODS				▲
MASKED POTATO			▲	
SPINY CARROT		▲		
HONEY ONION	▲			
CORNFLOWER			▲	▲
DOLPHIN SQUASH	▲	▲		
CABBADILLO		▲		▲
CONCHURNIP	▲		▲	
NEEDLETTUCE		▲	▲	
WHALAMATO	▲			▲
ORCAPLANT	RANDOM			
MUSH-IN-A-BOX		▲	▲	▲
BUMPKIN	▲		▲	▲
GRALICROWN	▲	▲		▲
HEART MINT	▲	▲	▲	
SPADE BASIL	▲	▲	▲	▲

MANA HOLIDAY

SEED TYPE	ROUND SEED	SMALL SEED	OBLONG SEED	LONG SEED	CROOKED SEED	FLAT SEED	BIG SEED	SPINY SEED
ROUND SEED	LILIPODS	LILIPODS	MASKED POTATO	SPINY CARROT	LILIPODS	MASKED POTATO	SPINY CARROT	BUMPKIN
SMALL SEED	LILIPODS	LILIPODS	APPLESOCKS	ORANGE'OPUS	CITRISQUID	APPLESOCKS	ORANGE'OPUS	CITRISQUID
OBLONG SEED	MASKED POTATO	APPLESOCKS	LILIPODS	CABBADILLO	CONCHURNIP	NEEDLETTUCE	CABBADILLO	CONCHURNIP
LONG SEED	SPINY CARROT	ORANGE'OPUS	CABBADILLO	LILIPODS	BELLGRAPES	PEACH PUPPY	RHINOLOUPE	SPRINGANANA
CROOKED SEED	LILIPODS	CITRISQUID	CONCHURNIP	BELLGRAPES	LILIPODS	MASKED POTATO	HONEY ONION	DOLPHIN SQUASH
FLAT SEED	MASKED POTATO	APPLESOCKS	NEEDLETTUCE	PEACH PUPPY	MASKED POTATO	LILIPODS	MANGOLEPHANT	ROCKET PAPAYA
BIG SEED	SPINY CARROT	ORANGE'OPUS	CABBADILLO	RHINOLOUPE	HONEY ONION	MANGOLEPHANT	LILIPODS	BELLGRAPES
SPINY SEED	BUMPKIN	CITRISQUID	CONCHURNIP	SPRINGANANA	DOLPHIN SQUASH	ROCKET PAPAYA	BELLGRAPES	LILIPODS

LUNA DAY

SEED TYPE	ROUND SEED	SMALL SEED	OBLONG SEED	LONG SEED	CROOKED SEED	FLAT SEED	BIG SEED	SPINY SEED
ROUND SEED	BELLGRAPES	BELLGRAPES	DICEBERRY	PEACH PUPPY	BELLGRAPES	DICEBERRY	PEACH PUPPY	BELLGRAPES
SMALL SEED	BELLGRAPES	BELLGRAPES	APPLESOCKS	ORANGE'OPUS	CITRISQUID	APPLESOCKS	ORANGE'OPUS	CITRISQUID
OBLONG SEED	DICEBERRY	APPLESOCKS	DICEBERRY	SPRINGANANA	PINO O'CLOCK	ROCKET PAPAYA	SPRINGANANA	MANGOLEPHANT
LONG SEED	PEACH PUPPY	ORANGE'OPUS	SPRINGANANA	BELLGRAPES	BELLGRAPES	PEACH PUPPY	ORANGE'OPUS	SPRINGANANA
CROOKED SEED	BELLGRAPES	CITRISQUID	PINO O'CLOCK	BELLGRAPES	BELLGRAPES	DICEBERRY	APPLESOCKS	CITRISQUID
FLAT SEED	DICEBERRY	APPLESOCKS	ROCKET PAPAYA	PEACH PUPPY	DICEBERRY	BELLGRAPES	MANGOLEPHANT	ROCKET PAPAYA
BIG SEED	PEACH PUPPY	ORANGE'OPUS	SPRINGANANA	ORANGE'OPUS	APPLESOCKS	MANGOLEPHANT	BELLGRAPES	KITTYPIE
SPINY SEED	BELLGRAPES	CITRISQUID	MANGOLEPHANT	SPRINGANANA	CITRISQUID	ROCKET PAPAYA	KITTYPIE	BELLGRAPES

SALAMANDER DAY

SEED TYPE	ROUND SEED	SMALL SEED	OBLONG SEED	LONG SEED	CROOKED SEED	FLAT SEED	BIG SEED	SPINY SEED
ROUND SEED	LILIPODS	LILIPODS	MASKED POTATO	SPINY CARROT	LILIPODS	MASKED POTATO	ORCAPLANT	LILIPODS
SMALL SEED	LILIPODS	LILIPODS	HONEY ONION	CORNFLOWER	DOLPHIN SQUASH	HONEY ONION	CORNFLOWER	DOLPHIN SQUASH
OBLONG SEED	MASKED POTATO	HONEY ONION	LILIPODS	CABBADILLO	CONCHURNIP	NEEDLETTUCE	CABBADILLO	CONCHURNIP
LONG SEED	SPINY CARROT	CORNFLOWER	CABBADILLO	LILIPODS	LILIPODS	GRALICROWN	CORNFLOWER	CABBADILLO
CROOKED SEED	LILIPODS	DOLPHIN SQUASH	CONCHURNIP	LILIPODS	LILIPODS	MASKED POTATO	HONEY ONION	DOLPHIN SQUASH
FLAT SEED	MASKED POTATO	HONEY ONION	NEEDLETTUCE	GRALICROWN	MASKED POTATO	LILIPODS	CONCHURNIP	NEEDLETTUCE
BIG SEED	ORCAPLANT	CORNFLOWER	CABBADILLO	CORNFLOWER	HONEY ONION	CONCHURNIP	LILIPODS	SPINY CARROT
SPINY SEED	LILIPODS	DOLPHIN SQUASH	CONCHURNIP	CABBADILLO	DOLPHIN SQUASH	NEEDLETTUCE	SPINY CARROT	LILIPODS

UNDINE DAY

SEED TYPE	ROUND SEED	SMALL SEED	OBLONG SEED	LONG SEED	CROOKED SEED	FLAT SEED	BIG SEED	SPINY SEED
ROUND SEED	BELLGRAPES	BELLGRAPES	DICEBERRY	PEACH PUPPY	BELLGRAPES	DICEBERRY	PEACH PUPPY	BELLGRAPES
SMALL SEED	BELLGRAPES	BELLGRAPES	APPLESOCKS	LOQUAT-SHOES	CITRISQUID	APPLESOCKS	ORANGE'OPUS	CITRISQUID
OBLONG SEED	DICEBERRY	APPLESOCKS	BELLGRAPES	SPRINGANANA	MANGOLEPHANT	ROCKET PAPAYA	SPRINGANANA	MANGOLEPHANT
LONG SEED	PEACH PUPPY	LOQUAT-SHOES	SPRINGANANA	BELLGRAPES	BELLGRAPES	PEACH PUPPY	ORANGE'OPUS	SPRINGANANA
CROOKED SEED	BELLGRAPES	CITRISQUID	MANGOLEPHANT	BELLGRAPES	BELLGRAPES	DICEBERRY	CHERRY BOMBS	CITRISQUID
FLAT SEED	DICEBERRY	APPLESOCKS	ROCKET PAPAYA	PEACH PUPPY	DICEBERRY	BELLGRAPES	MANGOLEPHANT	ROCKET PAPAYA
BIG SEED	PEACH PUPPY	ORANGE'OPUS	SPRINGANANA	ORANGE'OPUS	CHERRY BOMBS	MANGOLEPHANT	BELLGRAPES	BELLGRAPES
SPINY SEED	BELLGRAPES	CITRISQUID	MANGOLEPHANT	SPRINGANANA	CITRISQUID	ROCKET PAPAYA	BELLGRAPES	BELLGRAPES

DRYAD DAY

SEED TYPE	ROUND SEED	SMALL SEED	OBLONG SEED	LONG SEED	CROOKED SEED	FLAT SEED	BIG SEED	SPINY SEED
ROUND SEED	LILIPODS	LILIPODS	MUSH-IN-A-BOX	SPINY CARROT	LILIPODS	MASKED POTATO	SPINY CARROT	LILIPODS
SMALL SEED	LILIPODS	LILIPODS	HONEY ONION	CORNFLOWER	SPADE BASIL	HONEY ONION	CORNFLOWER	DOLPHIN SQUASH
OBLONG SEED	MUSH-IN-A-BOX	HONEY ONION	LILIPODS	CABBADILLO	CONCHURNIP	NEEDLETTUCE	CABBADILLO	CONCHURNIP
LONG SEED	SPINY CARROT	CORNFLOWER	CABBADILLO	LILIPODS	LILIPODS	SPINY CARROT	CORNFLOWER	CABBADILLO
CROOKED SEED	LILIPODS	SPADE BASIL	CONCHURNIP	LILIPODS	LILIPODS	MASKED POTATO	HONEY ONION	DOLPHIN SQUASH
FLAT SEED	MASKED POTATO	HONEY ONION	NEEDLETTUCE	SPINY CARROT	MASKED POTATO	LILIPODS	CONCHURNIP	NEEDLETTUCE
BIG SEED	SPINY CARROT	CORNFLOWER	CABBADILLO	CORNFLOWER	HONEY ONION	CONCHURNIP	LILIPODS	SPINY CARROT
SPINY SEED	LILIPODS	DOLPHIN SQUASH	CONCHURNIP	CABBADILLO	DOLPHIN SQUASH	NEEDLETTUCE	SPINY CARROT	LILIPODS

JINN DAY

SEED TYPE	ROUND SEED	SMALL SEED	OBLONG SEED	LONG SEED	CROOKED SEED	FLAT SEED	BIG SEED	SPINY SEED
ROUND SEED	BELLGRAPES	BELLGRAPES	DICEBERRY	BOARMELON	BELLGRAPES	DICEBERRY	PEACH PUPPY	BELLGRAPES
SMALL SEED	BELLGRAPES	BELLGRAPES	APPLESOCKS	ORANGE'OPUS	CITRISQUID	APPLESOCKS	ORANGE'OPUS	CITRISQUID
OBLONG SEED	DICEBERRY	APPLESOCKS	BELLGRAPES	SPRINGANANA	MANGOLEPHANT	ROCKET PAPAYA	SPRINGANANA	MANGOLEPHANT
LONG SEED	BOARMELON	ORANGE'OPUS	SPRINGANANA	BELLGRAPES	BELLGRAPES	PEACH PUPPY	ORANGE'OPUS	SPRINGANANA
CROOKED SEED	BELLGRAPES	CITRISQUID	MANGOLEPHANT	BELLGRAPES	BELLGRAPES	DICEBERRY	APPLESOCKS	CITRISQUID
FLAT SEED	DICEBERRY	APPLESOCKS	ROCKET PAPAYA	PEACH PUPPY	DICEBERRY	BELLGRAPES	MANGOLEPHANT	FISHY FRUIT
BIG SEED	PEACH PUPPY	ORANGE'OPUS	SPRINGANANA	ORANGE'OPUS	APPLESOCKS	MANGOLEPHANT	BELLGRAPES	BELLGRAPES
SPINY SEED	BELLGRAPES	CITRISQUID	MANGOLEPHANT	SPRINGANANA	CITRISQUID	FISHY FRUIT	BELLGRAPES	BELLGRAPES

GNOME DAY

SEED TYPE	ROUND SEED	SMALL SEED	OBLONG SEED	LONG SEED	CROOKED SEED	FLAT SEED	BIG SEED	SPINY SEED
ROUND SEED	LILIPODS	LILIPODS	MASKED POTATO	SPINY CARROT	LILIPODS	MASKED POTATO	SPINY CARROT	LILIPODS
SMALL SEED	LILIPODS	LILIPODS	HONEY ONION	CORNFLOWER	DOLPHIN SQUASH	HONEY ONION	CORNFLOWER	HEART MINT
OBLONG SEED	MASKED POTATO	HONEY ONION	LILIPODS	CABBADILLO	CONCHURNIP	WHALAMATO	CABBADILLO	CONCHURNIP
LONG SEED	SPINY CARROT	CORNFLOWER	CABBADILLO	LILIPODS	LILIPODS	SPINY CARROT	CORNFLOWER	CABBADILLO
CROOKED SEED	LILIPODS	DOLPHIN SQUASH	CONCHURNIP	LILIPODS	LILIPODS	MASKED POTATO	HONEY ONION	DOLPHIN SQUASH
FLAT SEED	MASKED POTATO	HONEY ONION	WHALAMATO	SPINY CARROT	MASKED POTATO	LILIPODS	CONCHURNIP	NEEDLETTUCE
BIG SEED	SPINY CARROT	CORNFLOWER	CABBADILLO	CORNFLOWER	HONEY ONION	CONCHURNIP	LILIPODS	SPINY CARROT
SPINY SEED	LILIPODS	HEART MINT	CONCHURNIP	CABBADILLO	DOLPHIN SQUASH	NEEDLETTUCE	SPINY CARROT	LILIPODS

Working with Weapons

After Watts takes refuge in the hot house, he'll offer to forge your weapons and armor with raw materials to make new pieces.

Forging Armor

Watts knows weapons and armor. After giving him raw materials, a selected piece from your arsenal and a good amount of cash, you'll walk away with a more powerful item. Some forged armor blocks certain effects, while forged weapons create effects.

Fusing raw materials with the tools of battle, Watts prepares you and your partners for war.

S = SLASH DEF. E = ELE DEF.
B = BASH DEF. L = LIMIT
J = JAB DEF.

BOOTS

RAW MATERIALS	EFFECT	ELE	S	B	J	E	L	PRICE
ANIMAL BONE	No Sleep	—	1	0	1	0	10	80
ELEPHANT TUSK	NoPower ↓		4	4	3	1	10	400
MENOS BRONZE	—	—	0	0	1	0	5	50
FORSENA IRON	—	—	2	1	1	0	5	100
GRANZ STEEL	—	—	3	4	2	0	5	300
LORIMAR IRON	—	—	4	4	6	0	5	600
ALTENA ALLOY	—	—	6	7	4	0	5	900
MAIA LEAD	—	—	6	10	5	0	5	1,000
MYTHRIL SILVER	NoSilence	ALL	3	3	3	10	5	2,000
ORICHALCUM	—		13	13	13	2	5	5,000
LIZARD SCALE	NoBewitch		2	2	2	2	10	200
SNAKE SCALE	—		5	5	4	4	10	700
DRAGON SCALE	NoFireMan		11	11	11	10	5	5,000
ANKH AEROLITE	—		15	15	15	15	5	8,000
PEDAN BOOTS	NoWimp		6	6	6	6	10	1,500
CRYSTAL	NoCharm	ALL	10	10	10	10	10	10,000

HELM

RAW MATERIALS	EX EFFECT	ELE	S	B	J	E	L	PRICE
ELEPHANT TUSK	NoPower ↓		5	5	5	5	10	400
FOSSIL	—		10	10	10	5	15	1,500
MENOS BRONZE	—	—	2	1	1	0	5	50
FORSENA IRON	—	—	2	4	2	0	5	100
GRANZ STEEL	—	—	4	4	8	0	5	300
LORIMAR IRON	—	—	12	8	8	0	5	600
ALTENA ALLOY	—	—	12	16	12	0	5	900
MAIA LEAD	—	—	16	16	20	0	5	1,000
MYTHRIL SILVER	NoSilence	ALL	8	8	8	15	10	2,000
ORICHALCUM	—		23	23	23	5	5	5,000
FISH SCALE	—		3	3	3	3	10	200
LIZARD SCALE	NoBewitch		9	9	9	9	10	700
DRAGON SCALE	NoFireMan		20	20	20	15	5	5,000
JAKE AEROLITE	—		25	25	25	25	5	8,000
MARBLE	NoNumb		2	2	2	2	20	80
CRYSTAL	NoCharm	ALL	10	10	10	10	20	10,000

ARMOR

RAW MATERIALS	EX EFFECT	ELE	S	B	J	E	L	PRICE
ANIMAL BONE	NoSleep		3	3	3	3	25	50
BLACK BONE	—		25	25	25	10	10	1,500
MENOS BRONZE	—	—	2	3	2	0	5	50
FORSENA IRON	—	—	5	5	8	0	5	100
GRANZ STEEL	—	—	15	8	8	0	5	300
LORIMAR IRON	—	—	10	20	10	0	5	600
ALTENA ALLOY	—	—	13	13	25	0	5	900
MAIA LEAD	—	—	30	20	20	0	5	1,000
MYTHRIL SILVER	NoSilence	ALL	15	15	15	20	10	2,000
ORICHALCUM	—		40	40	40	5	5	5,000
FISH SCALE	—		6	6	6	6	15	200
SNAKE SCALE	—		15	15	15	15	10	700
DRAGON SCALE	NoFireMan		35	35	35	25	5	5,000
HAL AEROLITE	—		45	45	45	45	5	8,000
OBSIDIAN	NoBedraggle		10	10	10	10	15	400
CRYSTAL	NoCharm	ALL	30	30	30	30	20	10,000

SANDALS

RAW MATERIALS	EFFECT	ELE	S	B	J	E	L	PRICE
TOPPLE COTTON	NoSpeed ↓		0	1	1	1	10	80
SULTAN SILK	NoPoison		2	1	1	1	10	200
JADD HEMP	NoWimp		5	4	4	1	10	700
ALTENA FELT	NoConfuse	ALL	10	10	10	10	10	10,000
OAK WOOD	—		0	0	1	0	5	50
HOLLY WOOD	—		1	1	1	3	5	100
BAOBAB WOOD	—		2	1	2	5	5	300
CHARCOAL	—		3	4	3	7	5	600
ASH WOOD	—		5	5	5	9	5	900
DION WOOD	—		7	5	5	11	5	1,000
MISTLETOE WOOD	—		8	8	9	13	5	2,000
FOSSIL WOOD	NoDark		9	9	9	15	5	5,000
ANIMAL HIDE	—	—	2	2	3	0	5	400
GATOR SKIN	NoSnow	—	7	7	8	0	5	1,500
CENTAUR HIDE	NoPetrify	—	11	11	11	0	5	5,000
PEGASUS HIDE	—		13	13	13	13	5	8,000

HAT

RAW MATERIALS	EX EFFECT	ELE	P	D	H	E	L	PRICE
TOPPLE COTTON	NoSpeed ↓		0	1	0	1	20	50
SULTAN SILK	NoPoison		2	2	2	1	10	200
JADD HEMP	NoWimp		8	8	8	1	10	700
ALTENA FELT	NoConfuse	ALL	10	10	10	10	20	10,000
OAK WOOD	—		1	0	0	2	5	50
HOLLY WOOD	—		1	1	2	4	5	100
BAOBAB WOOD	—		3	5	3	8	5	300
CHARCOAL	—		7	5	5	10	5	600
ASH WOOD	—		7	7	10	12	5	900
DION WOOD	—		10	13	10	15	5	1,000
MISTLETOE WOOD	—		16	13	13	17	5	2,000
FOSSIL WOOD	NoDark		18	18	18	20	5	5,000
ANIMAL HIDE	—	-	6	6	6	0	5	400
GATOR SKIN	NoSnow	-	10	10	10	0	5	1,500
CENTAUR HIDE	NoPetrify	-	23	23	23	0	5	5,000
PEGASUS HIDE	—		25	25	25	25	5	8,000

ROBE

RAW MATERIALS	EX EFFECT	ELE	S	B	J	E	L	PRICE
TOPPLE COTTON	NoSpeed ↓		2	3	2	2	25	80
SULTAN SILK	NoPoison		4	4	4	2	10	200
JADD HEMP	NoWimp		9	9	9	2	10	700
ALTENA FELT	NoConfuse	ALL	30	30	30	30	20	10,000
OAK WOOD	—		1	2	1	4	5	50
HOLLY WOOD	—		3	2	2	8	5	100
BAOBAB WOOD	—		3	3	6	10	5	300
CHARCOAL	—		5	10	5	12	5	600
ASH WOOD	—		14	7	7	15	5	900
DION WOOD	—		9	9	18	20	5	1,000
MISTLETOE WOOD	—		12	23	12	25	5	2,000
FOSSIL WOOD	NoDark		25	25	25	30	5	5,000
ANIMAL HIDE	—	—	8	8	8	0	5	400
GATOR SKIN	NoSnow	—	15	15	15	0	5	1,500
CENTAUR HIDE	NoPetrify	—	30	30	30	0	5	5,000
PEGASUS HIDE	—		40	40	40	40	10	8,000

GLOVES

RAW MATERIALS	EX EFFECT	ELE	S	B	J	E	L	PRICE
OAK WOOD	—		0	0	0	1	5	50
BAOBAB WOOD	—		3	3	3	5	5	300
DION WOOD	—		8	8	7	5	5	1,000
ANIMAL HIDE	—	—	0	1	1	0	10	50
GATOR SKIN	NoSnow	—	3	4	4	0	5	400
CENTAUR HIDE	NoPetrify	—	9	9	9	0	5	1,500
MENOS BRONZE	—	—	1	2	2	0	5	100
LORIMAR IRON	—	—	4	5	5	0	5	600
ALTENA ALLOY	—	—	7	6	6	0	5	900
MYTHRIL SILVER	NoSilence	ALL	2	2	2	8	5	2,000
ORICHALCUM	—		12	12	12	2	5	5,000
LIZARD SCALE	NoBewitch		2	2	3	1	10	200
SNAKE SCALE	—		5	6	5	1	10	700
DRAGON SCALE	NoFireMan		10	10	10	6	5	5,000
VINEK AEROLITE	—		14	14	14	14	5	8,000
CRYSTAL	NoCharm	ALL	10	10	10	10	10	10,000

Forging Weapons

P = POWER D = DODGE H = HIT E = ELE POWER L = LIMIT

SWORD

RAW MATERIALS	EX EFFECT	ELE	P	D	H	E	L	PRICE
ANIMAL BONE	—		1	1	1	1	30	50
FOSSIL	Petrify		45	0	0	20	20	1,500
MENOS BRONZE	—	—	2	2	2	0	15	50
FORSENA IRON	—	—	8	8	8	0	15	100
GRANZ STEEL	—	—	17	17	17	0	15	300
LORIMAR IRON	—	—	25	25	25	0	15	600
ALTENA ALLOY	—	—	35	35	35	0	15	900
MAIA LEAD	—	—	50	0	0	0	15	1,000
MYTHRIL SILVER	Silence	ALL	40	40	40	40	30	2,000
ORICHALCOM	Charm	—	50	50	50	0	40	5,000
LIZARD SCALE	—		12	0	0	8	20	200
SNAKE SCALE	Poison		30	0	0	15	20	700
DRAGON SCALE	FireMan		65	0	0	25	25	5,000
HAL AEROLITE	Darkness		75	75	75	45	20	8,000
OBSIDIAN	—		20	0	0	10	20	400
CRYSTAL	—	ALL	70	70	70	50	30	10,000

FLAIL

RAW MATERIALS	EX EFFECT	ELE	P	D	H	E	L	PRICE
FOSSIL	Petrify		33	20	0	20	15	1,500
MENOS BRONZE	—	—	3	0	1	0	10	50
FORSENA IRON	—	—	7	0	3	0	10	100
GRANZ STEEL	—	—	12	0	5	0	10	300
LORIMAR IRON	—	—	22	0	10	0	10	600
ALTENA ALLOY	—	—	33	0	15	0	10	900
MAIA LEAD	—	—	40	0	0	0	10	1,000
MYTHRIL SILVER	Silence	ALL	30	30	30	30	25	2,000
ORICHALCUM	Charm	—	45	25	25	0	25	5,000
FISH SCALE	SnowMan		1	1	1	1	25	50
LIZARD SCALE	—		10	0	0	5	15	200
SNAKE SCALE	Poison		30	0	0	15	15	700
DRAGON SCALE	FireMan		55	0	0	20	20	5,000
JAKE AEROLITE	Darkness		55	55	55	35	20	8,000
OBSIDIAN	—		15	0	15	10	15	400
CRYSTAL	—	ALL	50	50	50	40	30	10,000

LANCE

RAW MATERIALS	EX EFFECT	ELE	P	D	H	E	L	PRICE
OAK WOOD	—	—	4	0	0	0	15	50
BAOBAB WOOD	—		20	0	0	20	15	300
DION WOOD	—		45	0	0	30	15	1,000
FOSSIL WOOD	—		55	0	0	35	25	5,000
ANIMAL HIDE	Confusion		1	1	1	1	30	50
GATOR SKIN	—		25	10	0	15	20	400
CENTAUR HIDE	—	—	35	15	15	0	20	700
PEGASUS HIDE	Numb	—	60	20	20	0	20	5,000
ELEPHANT TUSK	—		15	5	0	15	20	200
FORSENA IRON	—	—	10	0	10	0	15	100
LORIMAR IRON	—	—	30	0	30	0	15	600
ALTENA ALLOY	—	—	40	0	40	0	15	900
MYTHRIL SILVER	Silence	ALL	45	45	45	45	25	2,000
JAKE AEROLITE	Darkness		65	65	65	50	20	8,000
PEDAN STONE	—		50	20	0	20	20	1,500
CRYSTAL	—	ALL	60	60	60	55	30	10,000

STAFF

RAW MATERIALS	EX EFFECT	ELE	P	D	H	E	L	PRICE
OAK WOOD	—	—	2	0	0	0	10	50
HOLLY WOOD	—		5	0	0	10	10	100
BAOBAB WOOD	—		8	0	0	20	10	300
CHARCOAL	—		13	0	0	30	10	600
ASH WOOD	—		18	0	0	40	10	900
DION WOOD	—		23	0	0	45	10	1,000
MISTLETOE WOOD	Sleep		28	0	0	60	20	2,000
FOSSIL WOOD	—		30	0	0	65	20	5,000
ANIMAL BONE	—		1	0	0	3	20	50
ELEPHANT TUSK	—		10	0	0	25	15	400
BLACK BONE	Wimp		25	0	0	50	15	1,500
DRAGON SCALE	FireMan		35	0	0	55	20	5,000
ANKH AEROLITE	Darkness		40	40	40	70	20	8,000
MARBLE	—		5	0	0	15	15	200
PEDAN STONE	—		15	0	0	35	15	700
CRYSTAL	—	ALL	35	35	35	70	30	10,000

SICKLE

RAW MATERIALS	EX EFFECT	ELE	P	D	H	E	L	PRICE
ELEPHANT TUSK	—		6	0	0	5	15	200
BLACK BONE	Wimp		23	0	0	15	15	700
MENOS BRONZE	—	—	2	0	0	0	10	50
FORSENA IRON	—	—	4	0	0	0	10	100
GRANZ STEEL	—	—	8	0	0	0	10	300
LORIMAR IRON	—	—	18	0	0	0	10	600
ALTENA ALLOY	—	—	28	0	0	0	10	900
MAIA LEAD	—	—	35	0	0	0	10	1,000
MYTHRIL SILVER	Silence	ALL	25	25	25	25	25	2,000
ORICHALCUM	Charm		45	20	20	0	25	5,000
FISH SCALE	SnowMan		1	1	1	1	20	50
DRAGON SCALE	FireMan		40	0	0	30	20	5,000
HAL AEROLITE	Darkness		50	50	50	30	20	8,000
OBSIDIAN	—		12	0	0	10	15	400
PEDAN STONE	—		30	0	0	20	15	1,500
CRYSTAL	—	ALL	45	45	45	35	30	10,000

AXE

RAW MATERIALS	EX EFFECT	ELE	P	D	H	E	L	PRICE
MENOS BRONZE	—	—	10	0	0	0	15	50
FORSENA IRON	—	—	20	0	0	0	15	100
GRANZ STEEL	—	—	30	0	0	0	15	300
LORIMAR IRON	—	—	40	0	0	0	20	600
ALTENA ALLOY	—	—	50	0	0	0	20	900
MAIA LEAD	—	—	60	0	0	0	20	1,000
MYTHRIL SILVER	Silence	ALL	40	40	40	40	30	2,000
ORICHALCUM	Charm	—	75	0	0	0	30	5,000
LIZARD SCALE	—		15	0	0	7	20	200
SNAKE SCALE	Poison		35	0	0	15	20	700
DRAGON SCALE	FireMan		65	0	0	25	25	5,000
VINEK AEROLITE	Darkness		85	85	85	45	20	8,000
MARBLE	—		5	0	0	5	45	50
OBSIDIAN	—		25	0	0	10	20	400
PEDAN STONE	—		45	0	0	20	20	1,500
CRYSTAL	—	ALL	80	80	80	50	30	10,000

KNUCKS

RAW MATERIALS	EX EFFECT	ELE	P	D	H	E	L	PRICE
CHARCOAL	—		8	30	0	5	10	300
ASH WOOD	—		17	50	0	15	10	900
ANIMAL HIDE	Confusion		2	0	2	1	20	50
GATOR SKIN	—		15	0	15	8	15	400
CENTAUR HIDE	—		25	0	0	10	15	700
PEGASUS HIDE	Numb		45	30	0	20	20	5,000
FOSSIL	Petrify		25	60	0	20	20	1,500
MENOS BRONZE	—	—	2	5	2	0	10	50
FORSENA IRON	—	—	5	8	5	0	10	100
LORIMAR IRON	—	—	20	25	20	0	10	600
ALTENA ALLOY	—	—	30	35	30	0	10	1,000
MYTHRIL SILVER	Silence	ALL	25	25	25	25	20	2,000
ORICHALCUM	Charm	—	35	70	35	0	20	5,000
VINEK AEROLITE	Darkness		45	80	45	30	20	8,000
MARBLE	—		10	0	10	5	15	200
CRYSTAL	—	ALL	40	90	40	35	30	10,000

BOW

RAW MATERIALS	EX EFFECT	ELE	P	D	H	E	L	PRICE
OAK WOOD	—	—	1	0	5	0	15	50
HOLLY WOOD	—		3	0	10	10	15	100
BAOBAB WOOD	—		12	0	20	20	15	300
DION WOOD	—		38	0	55	20	15	1,000
MISTLETOE WOOD	Sleep		40	0	60	25	20	1,500
FOSSIL WOOD	—		45	25	70	40	25	5,000
ELEPHANT TUSK	—		6	0	15	8	15	200
BLACK BONE	Wimp		28	0	35	20	15	700
LORIMAR IRON	—	—	25	0	40	0	15	600
ALTENA ALLOY	—	—	35	0	45	0	15	900
DRAGON SCALE	FireMan		55	0	55	35	20	5,000
ANKH AEROLITE	Darkness		60	60	80	40	20	8,000
MARBLE	—		1	1	1	1	25	50
OBSIDIAN	—		18	0	25	15	20	400
PEDAN STONE	—		45	0	50	20	20	2,000
CRYSTAL	—	ALL	55	55	90	45	30	10,000

MACE

RAW MATERIALS	EX EFFECT	ELE	P	D	H	E	L	PRICE
ANIMAL BONE	—		10	0	0	5	45	50
ELEPHANT TUSK	—		30	0	0	10	20	400
FOSSIL	Petrify		45	0	0	20	20	1,500
MENOS BRONZE	—	—	15	0	0	0	15	50
FORSENA IRON	—	—	25	0	0	0	15	100
GRANZ STEEL	—	—	35	0	0	0	15	300
LORIMAR IRON	—	—	45	0	0	0	20	600
ALTENA ALLOY	—	—	55	0	0	0	20	900
MAIA LEAD	—	—	65	0	0	0	20	1,000
MYTHRIL SILVER	Silence	ALL	50	50	50	50	30	2,000
ORICHALCUM	Charm	—	85	0	0	0	30	5,000
LIZARD SCALE	—		20	0	0	7	20	200
SNAKE SCALE	Poison		40	0	0	15	20	700
DRAGON SCALE	FireMan		75	0	0	25	25	5,000
JAKE AEROLITE	Darkness		95	95	95	40	20	8,000
CRYSTAL	—	ALL	90	90	90	45	30	10,000

A Spirited Collection

You can collect eight spirits of each of the eight varieties, making 64 spirits in all. New spirits add power to your spells.

Wisp

PLACE	DAY	TIME	CONDITION
TOWN OF WENDEL	ALL	ALL	The heroine begins her adventure with a Wisp under her control. The hero gets his first Wisp in his meeting with Cibba and Bogard in Wendel Cathedral.
ISHE INN		NIGHT	Asaad, of the inn at Ishe, trades Dudbears' Gold for spirits. If you speak to her at night, during the Mana holiday, she'll offer to sell you a Wisp.
LORIMAR CASTLE	ALL	ALL	Light Geodes hold Wisp spirits. After the thaw of Lorimar Castle's citizens, speak to Kaz and have her break open a Light Geode to release a Wisp.
TOPPLE OUTSKIRTS	ALL	MORNING NOON	If you have three or more Wisps, you'll earn another when you return to the Mana Statue of Topple Outskirts.
PATH TO TOPPLE		NOON	With 10 Light Coins and four Wisps in your possession, venture to the Mana Statue in the Path to Topple at noon on the Mana holiday to earn another Wisp.
KAHLA PEAKS	ALL	ALL	Following your battle against Malyris, return to Kahla Peaks and speak to Florent. If you have three Wisps and 10 Light Coins, Florent will give you another Wisp.
VINQUETTE HALL	ALL	ALL	Provided that you have defeated Malyris and your Light magic is at Level 30 or higher, you'll get a message to fight for a spirit at Vinquette Hall when you visit the hot house.
WENDEL CATHEDRAL		NIGHT	Once you have seven Wisps, walk up to the Wendel Cathedral altar at night and press A to collect the last Wisp spirit.

Shade

PLACE	DAY	TIME	CONDITION
SEALED ISLE	ALL	ALL	The Shade is the last variety of spirit that you will collect. You'll receive a spirit during your visit to the Sealed Cave.
ISHE INN		NIGHT	On the night of the Mana holiday, speak to Asaad at Ishe Inn. If you have three Dudbears' Gold, she'll offer to trade the treasure for a Shade spirit.
LORIMAR CASTLE	ALL	ALL	A Dark Geode will net you a Shade spirit. Find Kaz in Lorimar Castle and have her open the geode.
ISHE INN	ALL	NIGHT	With three Shades in your possession, go to the Mana Statue of Ishe Inn at night to collect another Shade.
WENDEL CATHEDRAL		NIGHT	If you have 10 Dark Coins and four Shades, you'll get another Shade by entering Wendel Cathedral at night on the Mana holiday.
KAHLA PEAKS	ALL	ALL	Florent will appear at Kahla Peaks after you defeat Malyris. Climb the peak with 10 Dark Coins and three Shades in hand. You'll trade the coins for another Shade.
SEALED CAVE	ALL	ALL	If Li'l Cactus is caught up in journal entries and your Dark magic is at Level 30 or higher, you'll get a message at the hot house about a battle at Sealed Cave. Fight a Dudbear there for a Shade spirit.
WENDEL CATHEDRAL		NIGHT	When seven Shades are in your possession, press A at the Wendel Cathedral altar at night to collect the final Shade.

Luna

PLACE	DAY	TIME	CONDITION
TOWN OF JADD	ALL	ALL	Your victory against the magical incarnation of Devius in the clock tower of Devius Manor will earn a Luna spirit. Medusa's maiden will give it to you outside the manor.
ISHE INN		NIGHT	Asaad trades spirits for three pieces of Dudbears' Gold each. Speak to her at night on Luna day to trade for a Luna spirit.
LORIMAR CASTLE	ALL	ALL	A Moon Geode will net you a Luna spirit after you give the rock to Kaz in Lorimar Castle.
PRICKLY DESERT	ALL	NIGHT	Visit the Mana Statue at Prickly Desert in the evening once you have three Luna spirits to add another spirit to your roster.
WENDEL INN		ALL	Four Lunas and 10 Moon Coins will earn you another Luna when you return to Wendel Inn.
KAHLA PEAKS	ALL	ALL	You can trade 10 Moon Coins for a Luna spirit with Florent, provided that you have defeated Malyris and you already have three Lunas.
DEVIUS MANOR	ALL	ALL	Devius Manor will be the location for a fight for a spirit if several conditions are met. If you've defeated Malyris and if your Moon magic is at Level 30, you'll get a message about the fight at the hot house.
WENDEL CATHEDRAL		NIGHT	Seven Lunas will bring you an eighth after you press A in front of the Wendel Cathedral altar at night.

Salamander

PLACE	DAY	TIME	CONDITION
VINQUETTE HALL	ALL	NIGHT	On your way to battle Count Lee in Vinquette Hall, you'll find your first Salamander spirit by breaking a Metaball in a fireplace. Use your bow and arrow to break the ball.
ISHE INN		NIGHT	Take Asaad aside on the evening of Salamander day and give her three pieces of Dudbears' Gold for one Salamander spirit.
LORIMAR CASTLE	ALL	ALL	Bring a Fire Geode to Kaz in Lorimar Castle and have her crack it open to reveal a fire spirit.
MUSHBOOM FOREST	ALL	NOON EVENING	With three Salamander spirits to your name, you can collect another one when you visit Mushboom Forest's Mana Statue late in the day.
VINQUETTE HALL		NIGHT	On your way to Count Lee's chamber, you'll earn a Salamander spirit, provided that you have 10 Fire Coins and four Salamanders.
KAHLA PEAKS	ALL	ALL	You can trade 10 Fire Coins for a Salamander spirit with Florent if you have three Salamanders in your possession.
SUBSEA VOLCANO	ALL	ALL	If your Fire magic is at Level 30 or better, and you've defeated Malyris, go to the hot house. When Li'l Cactus runs out of things to write, a message will point you to a battle for a spirit in Subsea Volcano.
WENDEL CATHEDRAL		NIGHT	The last Salamander spirit will be yours after you press A at the Wendel Cathedral altar with seven Salamanders in hand.

Skull Drake Magic Upgrade

The Skull Drakes of the northern Glass Desert region stop and flash with electricity. If you pound them up-close at that moment with Knuck-equipped magic, you can rack up the hits instantly and build up your magic power.

Trait Coins

Trait Coins have the traits of the spirits. Some monsters of the types shown to the right leave matching Trait Coins behind.

Undine

PLACE	DAY	TIME	CONDITION
MARSH CAVE	ALL	ALL	After you fell Hydra in Marsh cave, you'll collect an Undine spirit. By taking it to water, you'll heal the spirit and coax it to join you.
ISHE INN		NIGHT	On the night of Undine day, speak to Asaad at Ishe Inn. She'll give you an Undine spirit for three pieces of Dudbears' Gold.
LORIMAR CASTLE	ALL	ALL	Kaz cracks geodes. Speak to her after you defeat Malyris. If you have a Water Geode, she'll open it to reveal an Undine spirit.
MARSH CAVE	ALL	MORNING NOON	With three Undines in hand, return to the Mana Statue in Marsh Cave to collect another water spirit.
SCALY LAIR		ALL	If you have four Undines and 10 Water Coins, a trip to the Mana Statue of Scaly Lair will earn you another spirit.
KAHLA PEAKS	ALL	ALL	Your victory over Malyris will thaw the people of Lorimar Castle and bring Florent out of hiding. Bring 10 Water Coins and three Undines to Florent to earn another water spirit.
SUBLAND RIVER	ALL	ALL	Once Li'l Cactus has covered the story thus far in the hot house diary, you'll receive a message about a battle in Subland River, as long as you've defeated Malyris and your Water magic is at Level 30 or better.
WENDEL CATHEDRAL		NIGHT	Return to the Wendel Cathedral at night once you have seven Undine spirits and press A to collect the last Undine.

Dryad

PLACE	DAY	TIME	CONDITION
CASCADE CAVE	ALL	ALL	After defeating the monster plants of Cascade Cave, you'll meet a Dryad spirit. Shortly after your meeting, the Dryad will join you in your journey.
ISHE INN		NIGHT	Asaad deals in Dudbears' Gold and spirits. Speak to her in the evening of Dryad day to purchase a Dryad for three piece of gold.
LORIMAR CASTLE	ALL	ALL	A Wood Geode will produce a Dryad spirit if you have Kaz crack the rock at Lorimar Castle.
MT. ILLUSIA	ALL	NIGHT	Three Dryads will give you another wood spirit during a nighttime visit to the Mana Statue of Mt. Illusia.
PATH TO AIRSHIP		ALL	Return to the Path to Airship area once you have 10 Wood Coins and four wood spirits. You'll produce another spirit.
KAHLA PEAKS	ALL	ALL	Florent, of Kahla Peaks, will provide you with a Dryad spirit when you return to the area with 10 Wood Coins and wood spirits.
CASCADE CAVE	ALL	ALL	Cascade Cave will be the site of a battle after you receive a message in the hot house. You'll get the message if your Wood magic is at Level 30, you've defeated Malyris and Li'l Cactus has nothing to write.
WENDEL CATHEDRAL		NIGHT	With seven Dryads collected, you can get the eighth by pressing A at the Wendel Cathedral altar at night.

Jinn

PLACE	DAY	TIME	CONDITION
DUNE MAZE	ALL	ALL	Jadd Desert's dune maze is full of surprises, including the appearance of a Jinn spirit. You'll need the spirit's magic to break a stone seal immediately after you collect it.
ISHE INN		NIGHT	A conversation with Asaad on the night of Jinn day will give you a Jinn spirit, provided that you give Asaad three pieces of Dudbears' Gold.
LORIMAR CASTLE	ALL	ALL	A Wind Geode will produce a wind spirit after you give the rock to Kaz in Lorimar Castle.
VINQUETTE VICINITY	ALL	MORNING NOON	With three Jinns to your name, visit the Mana Statue of Vinquette Vicinity in the early part of the day to earn another wind spirit.
PATH TO TOPPLE		NOON	If you have 10 Wind Coins and four wind spirits, you'll earn another Jinn at the Mana Statue in the Path to Topple area.
KAHLA PEAKS	ALL	ALL	Trade 10 Wind Coins to Florent at Kahla Peaks for a Jinn spirit when you have at least three Jinns already.
GRANZ CASTLE	ALL	ALL	After your battle with Malyris, go to the hot house. If your Wind magic is at Level 30 or higher, and if Li'l Cactus doesn't have anything new to write, you'll get a message about a battle in Granz Castle.
WENDEL CATHEDRAL		NIGHT	The eighth, and final, Jinn will be yours after you press A while standing at the Wendel Cathedral altar with seven Jinns in your possession.

Gnome

PLACE	DAY	TIME	CONDITION
GAIA CAVE/ AIRSHIP	ALL	ALL	If you're playing as the hero, you'll find a Gnome spirit in Gaia Cave. If you're playing as the heroine, you'll catch up with the Gnome in Dark Lord's airship.
ISHE INN		NIGHT	On the night of Gnome day, Asaad will give you a Gnome spirit if you give her three pieces of Dudbears' Gold.
LORIMAR CASTLE	ALL	ALL	An Earth Geode will produce a Gnome spirit if you give it to Kaz at Lorimar Castle.
TOPPLE OUTSKIRTS	ALL	NOON EVENING	Three Gnomes will produce another Earth spirit if you visit the Mana Statue at Topple Outskirts in midday.
GAIA CAVE		ALL	Ten Earth Coins and four Earth spirits will give you another Gnome when you go to the Mana Statue in Gaia Cave.
KAHLA PEAKS	ALL	ALL	Trade 10 Earth Coins to Florent in Kahla Peaks for a Gnome spirit when you visit the sage with three Gnomes in your possession.
MT. ILLUSIA	ALL	ALL	If you've defeated Malyris and your Earth magic is at Level 30 or higher, visit the hot house. Provided that Li'l Cactus doesn't have anything to write as you leave, you'll get a message about a battle on Mt. Illusia.
WENDEL CATHEDRAL		NIGHT	Once you have seven Gnomes, return to the Wendel Cathedral altar at night and press A to receive the last Gnome spirit.

Items to the Hilt

Granz Realm is packed with items—common and rare, expendable and everlasting. Collect them all for the ultimate adventure.

Accessories

NAME	POW	DEF	INT	MND	AGI	BUY	SELL	ACQUISITION METHOD
BANDIT EARRINGS	-	-	-	-	+10	250	125	Purchase the item from the general store in Menos or Jadd.
BB RING	-	+5	-	-	-	100	50	Purchase the item from the general store in Topple or Wendel.
BELLE BELL	-	-	-	-	-	10,000	5,000	Purchase the item from Niccolo.
BROWNIE RING	+55	+55	+55	+55	+55	-	7,500	Find the item in the Subland River.
CARDINAL EYE	-	+20	-	+20	-	4,000	2,000	Purchase the item from Niccolo once he starts selling rare items.
CHIMPFISH IRIS	-	-	-	-	-	10,000	5,000	Purchase the item from Niccolo.
CICADA EARRINGS	-	-	-	-	+5	100	50	Purchase the item from the general store in Topple or Wendel.
COBRA EARRINGS	+5	-	-	-	-	100	50	Purchase the item from the general store in Topple or Wendel.
CODE BEAD	-	-	-	+50	-	-	2,500	Reach Sage type Level 40.
CRYSTAL RING	+20	+20	+20	+20	+20	-	5,000	Reach Random type Level 40.
D-FENCE RING	-	+10	-	-	-	250	125	Purchase the item from the general store in Menos or Jadd.
DRAGON CHOKER	-	+15	-	-	-	400	200	Purchase the item from the general store in Lorimar Castle or Ishe.
DRAGON RING	+50	-	-	-	-	-	2,500	Reach Warrior type Level 40.
DRAUPNIR	+15	+15	+15	+15	+15	8,000	4,000	Purchase the item from Niccolo once he starts selling rare items.
FIEND FANG	+10	-	-	-	-	250	125	Purchase the item from the general store in Menos or Jadd.
FLAMEFLICKER	+20	-	+20	-	-	4,000	2,000	Purchase the item from Niccolo once he starts selling rare items.
GEM RING	-	-	+5	-	-	100	50	Purchase the item from the general store in Topple or Wendel.
GENERAL CREST	-	+50	-	-	-	-	2,500	Reach Monk type Level 40.
GJALLAR HORN	-	-	+15	-	-	400	200	Purchase the item from the general store in Lorimar Castle or Ishe.
KNIGHT CREST	+15	-	-	-	-	400	200	Purchase the item from the general store in Lorimar Castle or Ishe.
MIST PENDANT	-	-	-	-	+15	400	200	Purchase the item from the general store in Lorimar Castle or Ishe.
QUARTZ RING	-	-	-	+5	-	100	50	Purchase the item from the general store in Topple or Wendel.
RED MOON HORN	-	-	-	+10	-	250	125	Purchase the item from the general store in Menos or Jadd.
RUNE EARRINGS	-	-	+50	-	-	-	2,500	Reach Magician type Level 40.
SAGE STONE	-	-	-	+15	-	400	200	Purchase the item from the general store in Lorimar Castle or Ishe.
WISHBONE	-	-	-	-	+50	-	2,500	Reach Thief type Level 40.
WHITELIGHT RING	-	-	-	+10	-	250	125	Purchase the item from the general store in Menos or Jadd.

Recovery Items

NAME	BUY	SELL	EFFECT	ACQUISITION METHOD
ANGEL GRAIL	50	25	Brings allies back to life.	Purchase the item from any general store.
CHOCOLUMP	40	20	Recovers HP by 80.	Purchase the item from general stores in Wendel, Menos, Jadd or Ishe.
GUMDROP	10	5	Recovers HP by 30.	Purchase the item from any general store.
GUMMIFROG	-	20	Maxes out the Deathblow gauge.	Find the item by opening treasure chests.
HONEY ELIXIR	-	250	Recovers all HP.	Bring Honey Onions and Dice Berries to Clive in Topple, Jadd or Lorimar.
MAGIC WALNUT	45	22	Recovers MP by 80.	Purchase the item from general stores in Wendel, Menos, Jadd or Ishe.
PRESTOVEGGIE	15	7	Cures ability effects and poison.	Purchase the item from any general store.
STARDUST HERB	20	10	Cures physical effects.	Purchase the item from any general store.

Mystery Items

NAME	SELL	EFFECT	ACQUISITION METHOD
AMIGO WHISTLE	-	Calls an Amigo for a quick attack.	Acquire the whistle after you connect with your first Amigo.
BLINK WEED	10	Draws foes that rely on sight.	Find the item by cutting grass or opening treasure chests.
POTENT POSY	10	Draws foes that rely on smell.	Find the item by cutting grass or opening treasure chests.
TINY TAPPER	-	Makes you small.	Complete a quest in Wendel.
TONE STONE	10	Draws foes that rely on hearing.	Find the item by cutting grass or opening treasure chests.

Trait Coins

NAME	SELL	EFFECT	ACQUISITION METHOD
DARK COIN	15	Summons a Silhouette effect.	Find the item by opening treasure chests.
EARTH COIN	15	Summons a D-Fence effect.	Find the item by opening treasure chests.
FIRE COIN	15	Summons a PowerUp effect.	Find the item by opening treasure chests.
LIGHT COIN	15	Summons a HealingLight Effect.	Find the item by opening treasure chests.
MOON COIN	15	Summons a Mooglemorphosis effect.	Find the item by opening treasure chests.
WATER COIN	15	Summons a BubbleBoat effect.	Find the item by opening treasure chests.
WIND COIN	15	Summons a SpeedUp effect.	Find the item by opening treasure chests.
WOOD COIN	15	Summons a PsychicShield effect.	Find the item by opening treasure chests.

Spirit Icons

NAME	SELL	EFFECT	ACQUISITION METHOD
DRYAD ICON	20	Inflicts a foe with Sleep status.	Find the item by opening treasure chests.
GNOME ICON	20	Inflicts a foe with Petrify status.	Find the item by opening treasure chests.
JINN ICON	20	Inflicts a foe with Numb status.	Find the item by opening treasure chests.
LUNA ICON	20	Inflicts a foe with Wimp status.	Find the item by opening treasure chests.
SALAMANDER ICON	20	Inflicts a foe with FireMan status.	Find the item by opening treasure chests.
SHADE ICON	20	Inflicts a foe with Darkness status.	Find the item by opening treasure chests.
UNDINE ICON	20	Inflicts a foe with SnowMan status.	Find the item by opening treasure chests.
WISP ICON	20	Inflicts a foe with Charm status.	Find the item by opening treasure chests.

Meat Items

NAME	SELL	EFFECT	ACQUISITION METHOD
ANIMAL MEAT	12	Power against Fauna foes.	Defeat monsters.
BIRD MEAT	12	Power against foes.	Defeat monsters.
DEMON MEAT	12	Power against Demon foes.	Defeat monsters.
DRAGON MEAT	12	Power against Dragon foes.	Defeat monsters.
FISH MEAT	12	Power against Aquan foes.	Defeat monsters.
INSECT MEAT	12	Power against Insect foes.	Defeat monsters.
LIZARD MEAT	12	Power against Reptile foes.	Defeat monsters.
MAGICAL MEAT	12	Power against Magicali foes.	Defeat monsters.
MIXED MEAT	50	Power against Fauna, Flora, Insect & Reptile foes.	Defeat monsters.
MORPH MEAT	12	Power against Amorph foes.	Defeat monsters.
ODD MEAT	12	Power against Oddball foes.	Defeat monsters.
PHANTOM MEAT	50	Power against Magicali, Demihuman & Undead foes.	Defeat monsters.
ROTTEN MEAT	12	Power against Undead foes.	Defeat monsters.
SPICY MEAT	50	Power against Fowl, Amorph & Aquan foes.	Defeat monsters.
THIN MEAT	12	Power against Flora foes.	Defeat monsters.
TOUGH MEAT	12	Power against Demihuman foes.	Defeat monsters.

Monsters of Mana

Popoi's Notebook keeps stats on 119 types of monsters that populate Sword of Mana's fields and dungeons. Defeat 'em all!

THE ENTRY NUMBER FROM THE MONSTER ALBUM IN POPOI'S NOTEBOOK

No. 001

RABITE

MONSTER'S NAME AND LIKENESS

TYPE	PRIME	SUB
Fauna	Smell	None

BLACK

HP	POW	DEF	AGI	INT	MND	EXP
20	5	2	1	2	1	1
520	105	102	101	102	101	101

NORMAL STATUS

BLACK STATUS

WEAPON VULNERABILITY

MAGIC VULNERABILITY

NO DAMAGE — HEAVY DAMAGE

WEAPONS

SWORD
STAFF
KNUCKS
FLAIL
SICKLE
BOW
LANCE
AXE
MACE

MAGIC

WISP
SHADE
LUNA
SALAMANDER
UNDINE
DRYAD
JINN
GNOME

No. 001

RABITE

TYPE	PRIME	SUB
Fauna	Smell	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
20	5	2	1	2	1	1
520	105	102	101	102	101	101

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 002

MOLEBEAR

TYPE	PRIME	SUB
Fauna	Smell	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
54	24	18	23	23	10	7
554	124	118	123	123	110	107

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 003

HOWLER

TYPE	PRIME	SUB
Fauna	Smell	DarkViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
148	52	19	52	22	17	19
648	152	119	152	122	117	119

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 004

SABRE KITTY

TYPE	PRIME	SUB
Fauna	Smell	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
170	63	34	56	48	28	24
670	163	134	156	148	128	124

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 005

GRAY OX

TYPE	PRIME	SUB
Fauna	Smell	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
212	71	42	48	35	39	60
712	171	142	148	135	139	160

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 006

MUSHBOOM

TYPE	PRIME	SUB
Flora	Hearing	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
45	18	13	15	19	12	5
545	118	113	115	119	112	105

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 007

DEATH FLORA

TYPE	PRIME	SUB
Flora	Hearing	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
35	15	10	7	12	8	3
535	115	110	107	112	108	103

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 008

BUMPKIN

TYPE	PRIME	SUB
Flora	Hearing	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
135	45	15	30	55	16	17
635	145	115	130	155	116	117

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 009

MALBORO

TYPE	PRIME	SUB
Flora	Hearing	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
206	27	43	45	64	62	51
706	127	143	145	164	162	151

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 010

WOODING

TYPE	PRIME	SUB
Flora	Hearing	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
427	94	67	64	85	68	158
927	194	167	164	185	168	258

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 011 Bebe

TYPE	PRIME	SUB
Insect	Smell	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	17	8	4	5	4	3	2
DARK	517	108	104	105	104	103	102

WEAPON VULNERABILITY

△	◎	◎	△	△	△	△	◎

MAGIC VULNERABILITY

△	△	○	○	△	△	◎	✕

No. 012 Locud

TYPE	PRIME	SUB
Insect	Smell	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	30	8	10	21	18	6	6
DARK	530	108	110	121	118	106	106

WEAPON VULNERABILITY

△	◎	◎	△	△	△	△	◎

MAGIC VULNERABILITY

△	△	○	○	△	△	◎	✕

No. 013 Gloomoth

TYPE	PRIME	SUB
Insect	Smell	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	115	21	18	49	36	44	18
DARK	615	121	118	149	136	144	118

WEAPON VULNERABILITY

△	◎	◎	△	△	△	△	◎

MAGIC VULNERABILITY

△	△	○	○	△	△	◎	✕

No. 014 Sand Scorpio

TYPE	PRIME	SUB
Insect	Smell	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	166	52	34	41	33	35	33
DARK	666	152	134	141	133	135	133

WEAPON VULNERABILITY

△	◎	◎	△	△	△	△	◎

MAGIC VULNERABILITY

△	△	○	○	△	△	◎	✕

No. 015 Silkspitter

TYPE	PRIME	SUB
Insect	Smell	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	175	56	37	43	34	37	39
DARK	675	156	137	143	134	137	139

WEAPON VULNERABILITY

△	◎	◎	△	△	△	△	◎

MAGIC VULNERABILITY

△	△	○	○	△	△	◎	✕

No. 016 Tonpole

TYPE	PRIME	SUB
Reptile	Hearing	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	40	16	9	10	15	8	3
DARK	540	116	109	110	115	108	103

WEAPON VULNERABILITY

◎	△	△	○	◎	○	○	◎	△

MAGIC VULNERABILITY

△	○	○	◎	✕	△	○	△

No. 017 Basilisk

TYPE	PRIME	SUB
Reptile	Hearing	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	146	52	24	37	38	22	22
DARK	646	152	124	137	138	122	122

WEAPON VULNERABILITY

◎	△	△	○	◎	○	○	◎	△

MAGIC VULNERABILITY

△	○	○	◎	✕	△	○	△

No. 018 Lizardon

TYPE	PRIME	SUB
Reptile	Hearing	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	62	22	14	16	20	10	4
DARK	562	122	114	116	120	110	104

WEAPON VULNERABILITY

◎	△	△	○	◎	○	○	◎	△

MAGIC VULNERABILITY

△	○	○	◎	✕	△	○	△

No. 019 Cobra

TYPE	PRIME	SUB
Reptile	Hearing	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	71	36	17	36	33	16	10
DARK	571	136	117	136	133	116	110

WEAPON VULNERABILITY

◎	△	△	○	◎	○	○	◎	△

MAGIC VULNERABILITY

△	○	○	◎	✕	△	○	△

No. 020 Tyrranos

TYPE	PRIME	SUB
Reptile	Hearing	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	260	86	55	43	32	30	43
DARK	760	186	155	143	132	30	143

WEAPON VULNERABILITY

◎	△	△	○	◎	○	○	◎	△

MAGIC VULNERABILITY

△	○	○	◎	✕	△	○	△

No. 021 Needlebeak

TYPE	PRIME	SUB
Fowl	DayViz	None

	HP	POW	DEF	AGI	INT	MND	EXP
	45	18	8	16	15	8	3
DARK	545	118	108	116	115	108	103

WEAPON VULNERABILITY

△	△	△	◎	△	◎	◎	△	△

MAGIC VULNERABILITY

✕	◎	△	○	△	○	✕	◎

No. 022 Batmo

TYPE	PRIME	SUB
Fowl	DarkViz	None

	HP	POW	DEF	AGI	INT	MND	EXP
	23	8	2	14	6	2	2
DARK	523	108	102	114	106	102	102

WEAPON VULNERABILITY

△	△	△	◎	△	◎	◎	△	△

MAGIC VULNERABILITY

◎	✕	△	○	△	○	✕	◎

No. 023 Cockatrice

TYPE	PRIME	SUB
Fowl	DarkViz	DarkViz

	HP	POW	DEF	AGI	INT	MND	EXP
	95	38	21	33	38	19	13
DARK	595	138	121	133	138	119	113

WEAPON VULNERABILITY

△	△	△	◎	△	◎	◎	△	△

MAGIC VULNERABILITY

✕	◎	△	○	△	○	✕	◎

No. 024 Blood Owl

TYPE	PRIME	SUB
Fowl	DarkViz	None

	HP	POW	DEF	AGI	INT	MND	EXP
	48	21	16	19	24	20	6
DARK	548	121	116	119	124	120	106

WEAPON VULNERABILITY

△	△	△	◎	△	◎	◎	△	△

MAGIC VULNERABILITY

◎	✕	△	○	△	○	✕	◎

No. 025 Garuda

TYPE	PRIME	SUB
Fowl	DayViz	None

	HP	POW	DEF	AGI	INT	MND	EXP
	274	85	50	83	81	49	90
DARK	774	185	150	183	181	149	199

WEAPON VULNERABILITY

△	△	△	◎	△	◎	◎	○	△

MAGIC VULNERABILITY

✕	◎	△	○	△	○	✕	◎

No. 026 Stained Sword

TYPE	PRIME	SUB
Magicali	Magic	DarkViz

	HP	POW	DEF	AGI	INT	MND	EXP
	273	90	31	84	47	42	48
DARK	773	190	131	184	147	142	148

WEAPON VULNERABILITY

△	◎	◎	✕	△	✕	✕	△	◎

MAGIC VULNERABILITY

△	○	◎	○	△	✕	△	○

No. 027

SHADOW ZERO

TYPE	PRIME	SUB
Amorph	Smell	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
65	43	10	60	43	44	13
565	143	110	160	143	144	113

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 028

LIME SLIME

TYPE	PRIME	SUB
Amorph	Smell	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
20	14	2	11	8	2	3
520	114	102	111	108	102	103

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 029

DENDEN TEZLA

TYPE	PRIME	SUB
Amorph	Smell	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
142	58	22	47	50	23	28
642	158	122	147	150	123	128

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 030

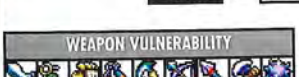
CUMULUS

TYPE	PRIME	SUB
Amorph	Smell	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
135	65	21	82	52	30	35
635	165	121	182	152	130	135

WEAPON VULNERABILITY



MAGIC VULNERABILITY

No. 031

MOLDY GOO

TYPE	PRIME	SUB
Amorph	Smell	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
428	91	68	63	94	65	159
928	191	168	163	194	165	259

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 032

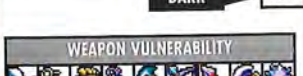
LAND LEECH

TYPE	PRIME	SUB
Aquan	Hearing	None

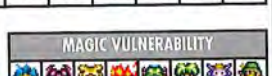
DARK

HP	POW	DEF	AGI	INT	MND	EXP
31	17	10	23	16	8	3
531	117	110	123	116	108	103

WEAPON VULNERABILITY



MAGIC VULNERABILITY



No. 033

PINCHER CRAB

TYPE	PRIME	SUB
Aquan	Hearing	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
48	17	13	11	16	10	4
548	117	113	111	116	110	104

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 034

IFFISH

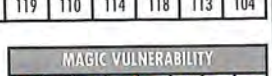
TYPE	PRIME	SUB
Aquan	Hearing	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
43	19	10	14	18	13	4
543	119	110	114	118	113	104

WEAPON VULNERABILITY

MAGIC VULNERABILITY



No. 035

SEADRAGON

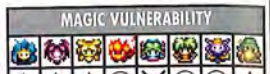
TYPE	PRIME	SUB
Aquan	Hearing	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
230	66	42	48	60	44	33
730	166	142	148	160	144	133

WEAPON VULNERABILITY

MAGIC VULNERABILITY



No. 036

BIG BABY

TYPE	PRIME	SUB
Aquan	Hearing	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
297	83	52	56	80	51	99
797	183	152	156	180	151	199

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 037

CURSED DOLL

TYPE	PRIME	SUB
Magicali	Magic	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
52	22	14	16	20	12	8
552	122	114	116	120	112	108

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 038

POLTER BOX

TYPE	PRIME	SUB
Magicali	Magic	Hearing

DARK

HP	POW	DEF	AGI	INT	MND	EXP
88	40	24	30	43	15	12
588	140	124	130	143	115	112

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 039

DAINSLAIF

TYPE	PRIME	SUB
Magicali	Magic	DarkViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
64	67	8	58	18	6	22
564	167	108	158	118	106	122

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 040

CHESS KNIGHT

TYPE	PRIME	SUB
Magicali	Magic	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
322	80	41	55	68	74	49
822	180	141	155	168	174	149

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 041

MACHINE GOLEM

TYPE	PRIME	SUB
Magicali	Magic	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
393	98	61	67	86	57	150
593	198	161	167	186	157	250

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 042

TIN KNIGHT

TYPE	PRIME	SUB
Demihuman	Hearing	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
130	50	27	32	43	24	15
630	150	127	132	143	124	115

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 043 Tomato Man

TYPE	PRIME	SUB
Demihuman	Magic	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	210	63	27	51	61	72	36
DARK	710	163	127	151	161	172	136

WEAPON VULNERABILITY

○	○	○	○	○	○	○	○

MAGIC VULNERABILITY

△	△	△	△	○	○	X	◎

No. 044 Werewolf

TYPE	PRIME	SUB
Demihuman	Smell	DarkViz

	HP	POW	DEF	AGI	INT	MND	EXP
	102	45	21	48	43	22	14
DARK	602	145	121	148	143	122	114

WEAPON VULNERABILITY

○	○	○	○	○	○	○	○

MAGIC VULNERABILITY

△	△	△	△	○	○	X	◎

No. 045 Duck Gl

TYPE	PRIME	SUB
Demihuman	DayViz	None

	HP	POW	DEF	AGI	INT	MND	EXP
	68	23	13	13	22	10	4
DARK	568	123	113	113	122	110	104

WEAPON VULNERABILITY

○	○	○	○	○	○	○	○

MAGIC VULNERABILITY

△	△	△	△	○	○	X	◎

No. 046 Insectaur

TYPE	PRIME	SUB
Demihuman	Smell	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	82	30	20	26	28	12	7
DARK	582	130	120	126	128	112	107

WEAPON VULNERABILITY

○	○	○	○	○	○	○	○

MAGIC VULNERABILITY

△	△	△	△	○	○	X	◎

No. 047 Chobin Hood

TYPE	PRIME	SUB
Demihuman	Smell	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	40	13	8	8	9	8	3
DARK	540	113	108	108	109	108	103

WEAPON VULNERABILITY

○	○	○	○	○	○	○	○

MAGIC VULNERABILITY

△	△	△	△	○	○	X	◎

No. 048 Sahagin

TYPE	PRIME	SUB
Demihuman	Hearing	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	201	69	34	49	58	41	33
DARK	701	169	134	149	158	141	133

WEAPON VULNERABILITY

○	○	○	○	○	○	○	○

MAGIC VULNERABILITY

△	△	△	△	○	○	X	◎

No. 049 Goblin

TYPE	PRIME	SUB
Demihuman	Smell	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	100	41	21	28	38	18	11
DARK	600	141	121	128	138	118	111

WEAPON VULNERABILITY

○	○	○	○	○	○	○	○

MAGIC VULNERABILITY

△	△	△	△	○	○	X	◎

No. 050 Tin Tortoise

TYPE	PRIME	SUB
Demihuman	Hearing	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	136	55	31	35	46	27	20
DARK	636	155	131	135	146	127	120

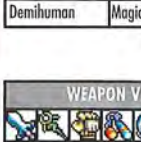
WEAPON VULNERABILITY

○	○	○	○	○	○	○	○

MAGIC VULNERABILITY

△	△	△	△	○	○	X	◎

No. 051 Skull Beast



TYPE	PRIME	SUB
Undead	Life	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	25	15	8	11	11	4	3
DARK	525	115	8	111	111	114	113

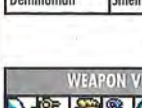
WEAPON VULNERABILITY

△	△	△	△	△	△	△	△

MAGIC VULNERABILITY

◎	X	○	○	△	△	○	△

No. 052 Zonbine



TYPE	PRIME	SUB
Undead	Life	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	34	19	10	7	11	3	4
DARK	534	119	110	107	111	103	104

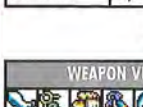
WEAPON VULNERABILITY

X	X	X	X	X	X	X	X

MAGIC VULNERABILITY

◎	X	○	○	△	△	○	△

No. 053 Specter



TYPE	PRIME	SUB
Undead	Life	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	76	5	5	25	30	38	14
DARK	576	105	105	125	130	138	114

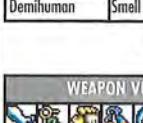
WEAPON VULNERABILITY

X	X	X	X	X	X	X	X

MAGIC VULNERABILITY

◎	X	○	○	△	△	○	△

No. 054 Skeleton



TYPE	PRIME	SUB
Undead	Life	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	72	38	14	30	19	12	10
DARK	572	138	114	130	119	112	110

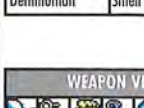
WEAPON VULNERABILITY

X	X	X	X	X	X	X	X

MAGIC VULNERABILITY

◎	X	○	○	△	△	○	△

No. 055 Ape Mummy



TYPE	PRIME	SUB
Undead	Life	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	364	92	51	56	44	55	119
DARK	864	192	151	156	144	155	219

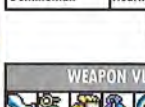
WEAPON VULNERABILITY

X	X	X	X	X	X	X	X

MAGIC VULNERABILITY

◎	X	○	○	△	△	○	△

No. 056 Imp



TYPE	PRIME	SUB
Demon	DarkViz	Smell

	HP	POW	DEF	AGI	INT	MND	EXP
	45	28	20	22	28	26	8
DARK	545	126	120	122	128	126	108

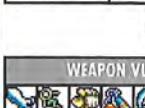
WEAPON VULNERABILITY

X	○	○	◎	X	◎	◎	X	○

MAGIC VULNERABILITY

◎	X	△	X	◎	○	○	△

No. 057 Fierce Face



TYPE	PRIME	SUB
Demon	DarkViz	Smell

	HP	POW	DEF	AGI	INT	MND	EXP
	235	36	38	53	73	65	41
DARK	735	136	138	153	173	165	141

WEAPON VULNERABILITY

X	○	○	◎	X	◎	◎	X	○

MAGIC VULNERABILITY

◎	X	△	X	◎	○	○	△

No. 058 Punkster

TYPE	PRIME	SUB
Demon	DarkViz	Smell

	HP	POW	DEF	AGI	INT	MND	EXP
	204	68	32	48	60	45	30
DARK	704	168	132	148	160	145	130

WEAPON VULNERABILITY

X	○	○	◎	X	◎	◎	X	○

MAGIC VULNERABILITY

◎	X	△	X	◎	○	○	△

No. 059 — Dullahan

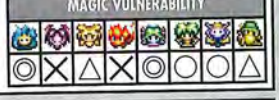
TYPE	PRIME	SUB
Demon	DarkViz	Smell

DARK

HP	POW	DEF	AGI	INT	MND	EXP
300	78	48	60	69	47	46
800	178	148	160	169	147	146

WEAPON VULNERABILITY

MAGIC VULNERABILITY



No. 060 — Wormwood

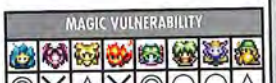
TYPE	PRIME	SUB
Demon	DarkViz	Smell

DARK

HP	POW	DEF	AGI	INT	MND	EXP
460	100	69	77	102	89	170
960	200	169	177	202	189	270

WEAPON VULNERABILITY

MAGIC VULNERABILITY



No. 061 — Kid Dragon

TYPE	PRIME	SUB
Dragon	Hearing	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
148	75	43	46	69	48	41
648	175	143	146	169	148	141

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 062 — Sky Dragon

TYPE	PRIME	SUB
Dragon	Hearing	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
236	78	50	55	79	53	75
736	178	150	155	179	153	175

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 063 — Land Dragon

TYPE	PRIME	SUB
Dragon	Hearing	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
343	85	53	60	87	55	110
843	185	153	60	87	155	210

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 064 — Eye Spy

TYPE	PRIME	SUB
Oddball	DayViz	DarkViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
48	5	13	10	26	28	8
548	105	113	110	126	128	108

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 065 — Spiny Cone

TYPE	PRIME	SUB
Oddball	DayViz	DarkViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
92	41	29	31	40	16	16
592	141	129	131	140	116	116

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 066 — Poto

TYPE	PRIME	SUB
Oddball	DayViz	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
176	59	24	52	60	38	25
676	159	124	152	160	138	125

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 067 — Griffon Claw

TYPE	PRIME	SUB
Oddball	Hearing	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
198	70	25	68	27	28	29
698	170	125	168	127	128	129

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 068 — Beholder

TYPE	PRIME	SUB
Oddball	DayViz	Magic

DARK

HP	POW	DEF	AGI	INT	MND	EXP
221	28	36	45	72	77	46
721	128	136	145	172	177	146

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 069 — Springball

TYPE	PRIME	SUB
OddBall	DayViz	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
373	90	58	87	62	83	138
873	190	158	187	162	183	238

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 070 — Light Cyclops

TYPE	PRIME	SUB
Demihuman	Smell	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
500	120	105	97	110	115	300
999	220	205	197	210	215	400

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 071 — Dark Cyclops

TYPE	PRIME	SUB
Demihuman	Smell	DarkViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
500	120	105	97	110	115	300
999	220	205	197	210	215	400

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 072 — Moon Cyclops

TYPE	PRIME	SUB
Demihuman	Smell	DarkViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
500	120	105	97	110	115	300
999	220	205	197	210	215	400

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 073 — Fire Cyclops

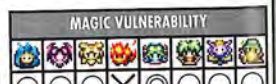
TYPE	PRIME	SUB
Demihuman	Smell	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
500	120	105	97	110	115	300
999	220	205	197	210	215	400

WEAPON VULNERABILITY

MAGIC VULNERABILITY



No. 074 — Water Cyclops

TYPE	PRIME	SUB
Demihuman	Smell	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
500	120	105	97	110	115	300
999	220	205	197	210	215	400

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 075 — Wood Cyclops

TYPE	PRIME	SUB
Demihuman	Smell	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	500	120	105	97	110	115	300
DARK	999	220	205	197	210	215	400

WEAPON VULNERABILITY

Sword	Axe	Spear	Bow	Claw	Whip	Fist	Shield
○	○	○	○	○	○	○	○

MAGIC VULNERABILITY

Fire	Water	Earth	Wind	Light	Dark	Life	Chaos
○	○	◎	○	○	✕	○	○

No. 076 — Wind Cyclops

TYPE	PRIME	SUB
Demihuman	Smell	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	500	120	105	97	110	115	300
DARK	999	220	205	197	210	215	400

WEAPON VULNERABILITY

Sword	Axe	Spear	Bow	Claw	Whip	Fist	Shield
○	○	○	○	○	○	○	○

MAGIC VULNERABILITY

Fire	Water	Earth	Wind	Light	Dark	Life	Chaos
○	○	○	○	○	○	✕	◎

No. 077 — Earth Cyclops

TYPE	PRIME	SUB
Demihuman	Smell	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	500	120	105	97	110	115	300
DARK	999	220	205	197	210	215	400

WEAPON VULNERABILITY

Sword	Axe	Spear	Bow	Claw	Whip	Fist	Shield
○	○	○	○	○	○	○	○

MAGIC VULNERABILITY

Fire	Water	Earth	Wind	Light	Dark	Life	Chaos
○	○	○	○	○	○	◎	✕

No. 078 — Ghostum

TYPE	PRIME	SUB
Undead	Life	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	245	21	30	57	72	54	48
DARK	745	121	130	157	172	154	148

WEAPON VULNERABILITY

Sword	Axe	Spear	Bow	Claw	Whip	Fist	Shield
✕	✕	✕	✕	✕	✕	✕	✕

MAGIC VULNERABILITY

Fire	Water	Earth	Wind	Light	Dark	Life	Chaos
◎	✕	○	○	△	△	○	△

No. 079 — Bonny Matango

TYPE	PRIME	SUB
Flora	Hearing	None

	HP	POW	DEF	AGI	INT	MND	EXP
	312	71	38	58	65	43	50
DARK	812	171	138	158	165	143	150

WEAPON VULNERABILITY

Sword	Axe	Spear	Bow	Claw	Whip	Fist	Shield
◎	✕	✕	△	◎	△	△	◎	✕

MAGIC VULNERABILITY

Fire	Water	Earth	Wind	Light	Dark	Life	Chaos
✕	◎	◎	○	△	✕	○	△

No. 080 — Ache Cone

TYPE	PRIME	SUB
Oddball	DayViz	None

	HP	POW	DEF	AGI	INT	MND	EXP
	305	69	57	61	68	40	50
DARK	805	169	157	161	168	140	150

WEAPON VULNERABILITY

Sword	Axe	Spear	Bow	Claw	Whip	Fist	Shield
○	△	△	✕	○	✕	✕	○	△

MAGIC VULNERABILITY

Fire	Water	Earth	Wind	Light	Dark	Life	Chaos
✕	◎	✕	△	△	◎	△	○

No. 081 — Earth Basilisk

TYPE	PRIME	SUB
Reptile	Hearing	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	324	72	35	56	59	38	50
DARK	824	172	135	156	159	138	150

WEAPON VULNERABILITY

Sword	Axe	Spear	Bow	Claw	Whip	Fist	Shield
◎	△	△	○	◎	○	○	◎	△

MAGIC VULNERABILITY

Fire	Water	Earth	Wind	Light	Dark	Life	Chaos
△	○	○	◎	✕	△	○	△

No. 082 — Rabillion

TYPE	PRIME	SUB
Fauna	Smell	None

	HP	POW	DEF	AGI	INT	MND	EXP
	73	29	16	27	18	15	9
DARK	573	129	116	127	118	115	109

WEAPON VULNERABILITY

Sword	Axe	Spear	Bow	Claw	Whip	Fist	Shield
○	○	○	○	○	○	○	○

MAGIC VULNERABILITY

Fire	Water	Earth	Wind	Light	Dark	Life	Chaos
△	○	△	△	○	○	◎	✕

No. 083 — Assassinant

TYPE	PRIME	SUB
Insect	Smell	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	105	39	19	45	24	24	16
DARK	605	139	119	145	124	124	116

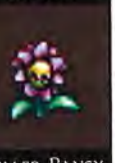
WEAPON VULNERABILITY

Sword	Axe	Spear	Bow	Claw	Whip	Fist	Shield
△	◎	◎	△	△	△	△	△	◎

MAGIC VULNERABILITY

Fire	Water	Earth	Wind	Light	Dark	Life	Chaos
△	△	○	○	△	△	◎	✕

No. 084 — Killer Pansy



TYPE	PRIME	SUB
Flora	Hearing	None

	HP	POW	DEF	AGI	INT	MND	EXP
	116	40	20	31	34	21	17
DARK	616	140	120	131	134	121	117

WEAPON VULNERABILITY

Sword	Axe	Spear	Bow	Claw	Whip	Fist	Shield
◎	✕	✕	△	◎	△	△	◎	✕

MAGIC VULNERABILITY

Fire	Water	Earth	Wind	Light	Dark	Life	Chaos
✕	◎	◎	○	△	✕	○	△

No. 085 — Duck General

TYPE	PRIME	SUB
Demihuman	DayViz	None

	HP	POW	DEF	AGI	INT	MND	EXP
	155	53	34	41	43	24	20
DARK	655	153	134	141	143	124	120

WEAPON VULNERABILITY

Sword	Axe	Spear	Bow	Claw	Whip	Fist	Shield
○	○	○	○	○	○	○	○

MAGIC VULNERABILITY

Fire	Water	Earth	Wind	Light	Dark	Life	Chaos
△	△	△	△	○	○	✕	◎

No. 086 — Turtle Shelly

TYPE	PRIME	SUB
Demihuman	Hearing	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	375	85	50	55	72	48	51
DARK	875	185	150	155	172	148	151

WEAPON VULNERABILITY

Sword	Axe	Spear	Bow	Claw	Whip	Fist	Shield
○	○	○	○	○	○	○	○

MAGIC VULNERABILITY

Fire	Water	Earth	Wind	Light	Dark	Life	Chaos
△	△	△	△	○	○	✕	◎

No. 087 — Mean Mask

TYPE	PRIME	SUB
Demon	DarkViz	Smell

	HP	POW	DEF	AGI	INT	MND	EXP
	345	40	43	63	77	82	52
DARK	845	140	143	163	177	182	152

WEAPON VULNERABILITY

Sword	Axe	Spear	Bow	Claw	Whip	Fist	Shield
✕	○	○	◎	✕	◎	◎	✕	○

MAGIC VULNERABILITY

Fire	Water	Earth	Wind	Light	Dark	Life	Chaos
◎	✕	△	✕	◎	○	○	△

No. 088 — Voo Doll

TYPE	PRIME	SUB
Magicali	Magic	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	294	76	38	51	68	44	47
DARK	794	176	138	151	168	144	147

WEAPON VULNERABILITY

Sword	Axe	Spear	Bow	Claw	Whip	Fist	Shield
△	◎	◎	✕	△	✕	✕	△	◎

MAGIC VULNERABILITY

Fire	Water	Earth	Wind	Light	Dark	Life	Chaos
△	○	◎	○	△	✕	△	○

No. 089 — Shamanion

TYPE	PRIME	SUB
Demihuman	Magic	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	317	78	40	57	79	80	51
DARK	817	178	140	157	179	180	151

WEAPON VULNERABILITY

Sword	Axe	Spear	Bow	Claw	Whip	Fist	Shield
○	○	○	○	○	○	○	○

MAGIC VULNERABILITY

Fire	Water	Earth	Wind	Light	Dark	Life	Chaos
△	△	△	△	○	○	✕	◎

No. 090 — Killafish

TYPE	PRIME	SUB
Aquan	Hearing	None

	HP	POW	DEF	AGI	INT	MND	EXP
	188	61	32	56	49	30	31
DARK	688	161	132	156	149	130	131

WEAPON VULNERABILITY

Sword	Axe	Spear	Bow	Claw	Whip	Fist	Shield
△	△	△	○	△	○	○	△	△

MAGIC VULNERABILITY

Fire	Water	Earth	Wind	Light	Dark	Life	Chaos
△	△	△	◎	✕	○	○	△

No. 091

COPPER KNIGHT

TYPE	PRIME	SUB
Demihuman	Hearing	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
318	85	44	55	71	42	47
818	185	144	155	171	142	147

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 092

CHERRY SLIME

TYPE	PRIME	SUB
Amorph	Smell	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
121	50	41	48	22	19	19
621	150	141	148	122	119	119

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 093

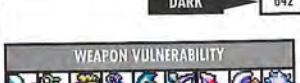
ANTHROSECT

TYPE	PRIME	SUB
Demihuman	Smell	DayViz

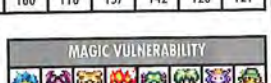
DARK

HP	POW	DEF	AGI	INT	MND	EXP
142	60	18	57	42	20	21
642	160	118	157	142	120	121

WEAPON VULNERABILITY



MAGIC VULNERABILITY



No. 094

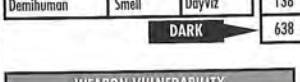
CHOBIN HOODLUM

TYPE	PRIME	SUB
Demihuman	Smell	DayViz

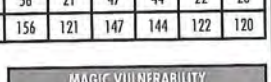
DARK

HP	POW	DEF	AGI	INT	MND	EXP
138	56	21	47	44	22	20
638	156	121	147	144	122	120

WEAPON VULNERABILITY



MAGIC VULNERABILITY



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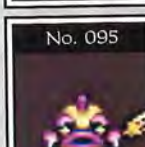


PETIT POSEIDON

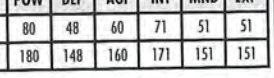
TYPE	PRIME	SUB
Demihuman	Hearing	DayViz

DARK

HP	POW	DEF	AGI	INT	MND	EXP
350	80	48	60	71	51	51
850	180	148	160	171	151	151

WEAPON VULNERABILITY

MAGIC VULNERABILITY



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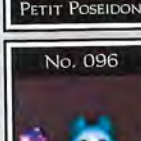


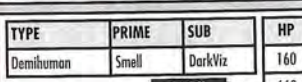
GOBLIN GUARD

TYPE	PRIME	SUB
Demihuman	Smell	DarkViz

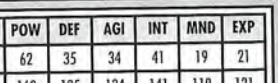
DARK

HP	POW	DEF	AGI	INT	MND	EXP
160	62	35	34	41	19	21
660	162	135	134	141	119	121

WEAPON VULNERABILITY



MAGIC VULNERABILITY



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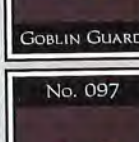


SKULL DRAKE

TYPE	PRIME	SUB
Undead	Life	Hearing

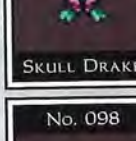
DARK

HP	POW	DEF	AGI	INT	MND	EXP
213	68	24	67	55	32	40
713	168	124	167	155	132	140

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 098



KAISER MIMIC

TYPE	PRIME	SUB
Magicali	Magic	DayViz

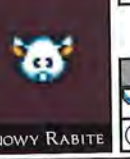
DARK

HP	POW	DEF	AGI	INT	MND	EXP
235	70	50	43	72	48	38
735	170	150	143	172	148	138

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 099



SNOWY RABITE

TYPE	PRIME	SUB
Fauna	Smell	None

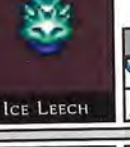
DARK

HP	POW	DEF	AGI	INT	MND	EXP
148	56	27	40	23	16	22
648	156	127	140	123	116	122

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 100



ICE LEECH

TYPE	PRIME	SUB
Aquan	Hearing	None

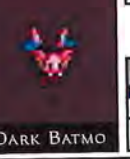
DARK

HP	POW	DEF	AGI	INT	MND	EXP
162	58	29	52	42	24	23
662	158	129	152	142	124	123

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 101



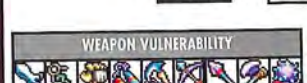
DARK BATMO

TYPE	PRIME	SUB
Fowl	DarkViz	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
135	59	28	78	40	35	24
635	159	128	178	140	135	124

WEAPON VULNERABILITY



MAGIC VULNERABILITY

No. 102

TANPOLE

TYPE	PRIME	SUB
Reptile	Hearing	DayViz

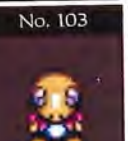
DARK

HP	POW	DEF	AGI	INT	MND	EXP
167	61	31	42	43	30	25
667	161	131	142	143	130	125

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 103



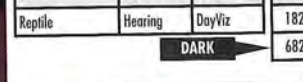
DRAGODON

TYPE	PRIME	SUB
Reptile	Hearing	DayViz

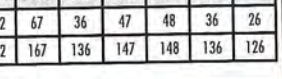
DARK

HP	POW	DEF	AGI	INT	MND	EXP
182	67	36	47	48	36	26
682	167	136	147	148	136	126

WEAPON VULNERABILITY



MAGIC VULNERABILITY



No. 104

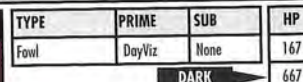
PRICKLEBEAK

TYPE	PRIME	SUB
Fowl	DayViz	None

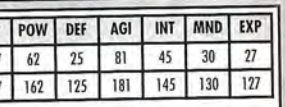
DARK

HP	POW	DEF	AGI	INT	MND	EXP
167	62	25	81	45	30	27
667	162	125	181	145	130	127

WEAPON VULNERABILITY



MAGIC VULNERABILITY



No. 105

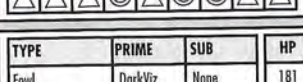
NIGHT SNIPER

TYPE	PRIME	SUB
Fowl	DarkViz	None

DARK

HP	POW	DEF	AGI	INT	MND	EXP
181	60	32	52	48	34	27
681	160	132	152	148	134	127

WEAPON VULNERABILITY



MAGIC VULNERABILITY

No. 106

GREMLIN

TYPE	PRIME	SUB
Demon	DarkViz	Smell

DARK

HP	POW	DEF	AGI	INT	MND	EXP
158	64	33	58	55	48	28
658	164	133	158	155	148	128

WEAPON VULNERABILITY

MAGIC VULNERABILITY

No. 107

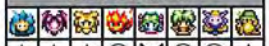
Clincher Crab

TYPE	PRIME	SUB
Aquan	Hearing	None

	HP	POW	DEF	AGI	INT	MND	EXP
	198	68	41	52	52	28	31
DARK	698	168	141	152	152	128	131

Weapon Vulnerability

Magic Vulnerability



No. 108

Taxibird

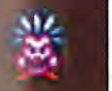
TYPE	PRIME	SUB
Fowl	DayViz	None

	HP	POW	DEF	AGI	INT	MND	EXP
	211	66	33	65	58	40	32
DARK	711	166	133	165	158	140	132

Weapon Vulnerability

Magic Vulnerability

No. 109

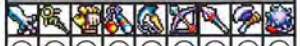


Knollbear

TYPE	PRIME	SUB
Fauna	Smell	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	227	67	38	71	55	26	34
DARK	727	167	138	171	155	126	134

Weapon Vulnerability



Magic Vulnerability

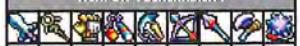
No. 110

Grumpkin

TYPE	PRIME	SUB
Flora	Hearing	None

	HP	POW	DEF	AGI	INT	MND	EXP
	258	65	32	62	72	31	34
DARK	758	165	132	162	172	131	134

Weapon Vulnerability



Magic Vulnerability

No. 111

Flame Moth

TYPE	PRIME	SUB
Insect	Smell	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	184	28	25	74	53	50	34
DARK	684	128	125	174	153	150	134

Weapon Vulnerability

Magic Vulnerability

No. 112

Ghoul

TYPE	PRIME	SUB
Undead	Life	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	263	75	31	43	59	36	37
DARK	763	175	131	143	159	136	137

Weapon Vulnerability

Magic Vulnerability

No. 113

Bloody Bjorn

TYPE	PRIME	SUB
Undead	Life	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	216	73	28	72	45	38	37
DARK	716	173	128	172	145	138	137

Weapon Vulnerability

Magic Vulnerability

No. 114

Shadow Zed

TYPE	PRIME	SUB
Amorph	Smell	None

	HP	POW	DEF	AGI	INT	MND	EXP
	143	67	10	92	70	80	38
DARK	643	167	110	192	170	180	138

Weapon Vulnerability

Magic Vulnerability

No. 115

Hoppin' Tick

TYPE	PRIME	SUB
Insect	Smell	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	235	70	27	81	62	43	39
DARK	735	170	127	181	162	143	139

Weapon Vulnerability

Magic Vulnerability

No. 116

Wizard Eye

TYPE	PRIME	SUB
Oddball	DayViz	DarkViz

	HP	POW	DEF	AGI	INT	MND	EXP
	214	23	22	46	56	68	44
DARK	714	123	122	146	156	168	144

Weapon Vulnerability

Magic Vulnerability

No. 117

Viper

TYPE	PRIME	SUB
Reptile	Hearing	DayViz

	HP	POW	DEF	AGI	INT	MND	EXP
	237	70	30	76	58	41	44
DARK	737	170	130	176	158	141	144

Weapon Vulnerability

Magic Vulnerability

No. 118

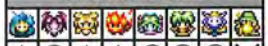
Hell Hound

TYPE	PRIME	SUB
Fauna	Smell	DarkViz

	HP	POW	DEF	AGI	INT	MND	EXP
	261	78	34	72	32	31	45
DARK	761	178	134	172	132	131	145

Weapon Vulnerability

Magic Vulnerability



No. 119

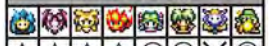
Wolfiend

TYPE	PRIME	SUB
Demihuman	Smell	DarkViz

	HP	POW	DEF	AGI	INT	MND	EXP
	275	80	35	68	68	36	45
DARK	775	180	135	168	168	136	145

Weapon Vulnerability

Magic Vulnerability



No. ---

Granz Soldier

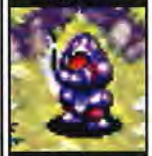
TYPE	PRIME	SUB
Demihuman	DayViz	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	154	59	35	40	42	28	22
DARK	-	-	-	-	-	-	-

Weapon Vulnerability

Magic Vulnerability

No. ---



Granz Archer

TYPE	PRIME	SUB
Demihuman	DayViz	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	50	21	13	18	23	13	8
DARK	-	-	-	-	-	-	-

Weapon Vulnerability

Magic Vulnerability

No. ---

Granz Wizard

TYPE	PRIME	SUB
Demihuman	DayViz	Hearing

	HP	POW	DEF	AGI	INT	MND	EXP
	125	18	20	31	47	38	22
DARK	-	-	-	-	-	-	-

Weapon Vulnerability

Magic Vulnerability

Sword Secrets

Sword of Mana's RPG elements shine through in its secrets and statistics. With persistence, you can uncover Mana's hidden features.

Dark Monsters

The Monster Album in Popoi's Notebook keeps track of the number of monsters of a particular type that you have defeated. After you defeat 999 specimens of a given variety, the number will roll back to zero and the monsters of that type will turn into much stronger, much more vicious version of themselves. Their appearances will change also—from bright, colorful creatures to charcoal gray menaces that will give your characters a run for their money.

Niccolo's Bargains

If you make 250 separate purchases from Niccolo, he'll offer a new line of items for sale under the Special entry in his ring menu. The bargains include raw materials and rare accessories, such as the Cardinal Eye, the Draupnir and the Flameflicker. If you want to increase your transactions with Niccolo, purchase a Gumdrop from him, press B repeatedly to back out of the transaction, then purchase another Gumdrop, repeating the process until you run out of cash.

Magic Class Enhancements

The class changes that branch off from Magician- and Sage-type development add to the strength of your magic spells. If you build your character according to the charts on pages 20 and 21, you can reach classes, such as Arch Mage and Rune Seer, that multiply the attack power of one of your spirits by a factor of eight. It's not quite the same as having eight spirits of one type, but it's close.

Rare Monsters

The rarest of all monsters are the cyclops creatures. Each variety of cyclops appears at only one time of the day, one day a week, in particular places—as seen in the following table. The one-eyed beasts have identical stats and weapon vulnerabilities, though their magic vulnerabilities vary from one type to the next. They leave rare items behind.

NAME	DAY	TIME	AREA
LIGHT CYCLOPS		NOON	PATH TO GAIA
DARK CYCLOPS		NIGHT	GLASS DESERT
MOON CYCLOPS		NIGHT	JADD DESERT
FIRE CYCLOPS		NOON	SUBSEA VOLCANO
WATER CYCLOPS		NOON	SNOWFIELD
WOOD CYCLOPS		NOON	MIASMA GLEN
WIND CYCLOPS		NOON	ROCKY WILDS
EARTH CYCLOPS		NOON	GAIA CAVE

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